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SCRYE

GUIDE TO COLLECTIBLE CARD GAMES

**SPECIAL DOUBLE
ANNIVERSARY ISSUE!**

#8

MAGIC: 4TH EDITION PRICES!

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JYHAD POSTER!

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FIRST STRIKE

The time has arrived for yet another editorial. I could write about the distributor and retail plight of not being able to get enough Magic: TG product - or I could explain the ethical struggle we've had with whether to print the "rumored" Chronicles leaked-out list or not - or I could dazzle you with my astute wisdom on the future of collectible card games - or I could just say nothing. I mean I could talk till I'm blue or purple and not get more product into the stores. I could let you in on the ethics of printing a list which may or may not be legitimate, but if it's here this issue, then that's what makes the statement.

My personal insight on the future of CCG is a contradiction in the terms bleak and optimistic. While Magic is widely unavailable, a door is left open for another company to launch its game. Will there ever be a game bigger than Magic? I doubt it, but there's always hope for a #2...

This issue is special because it was a year ago June, that the product conceived at a 3 am think-tank in New Orleans, was born. That product you fondly know as SCRYE Magazine. The first issue circulated 13,500 copies, had a Legends cover (Rohgahh of Kher Keep) and was 34 black and white pages with 4 pages of interior color and a full color cover. We sold out in three days.

SCRYE was designed to be a guide for retail stores who wished to sell individual cards, and as a vehicle for manufacturers to educate retail stores and their customers about new products... That is the base on which we have built SCRYE. You've never seen prices listed for card sets which haven't been released yet in SCRYE. You can trust that the prices in SCRYE are calculated based on retail sales data. We work hard at bringing you the

clearest picture of the CCG market you can get any-

where. We occasionally make mistakes (like the Star Trek list in #7 where the data shifted when the card list was resorted) but keep in mind, they are honest mistakes. We actually do hours and hours of data entry, and sometimes an error will be made.

Consider that we care enough about you, as a collector to take the time and effort to do the work required to give you the fairest representation of market value. We are dedicated to continuing to provide you with what you need to make trade or purchase decisions.

Now you know where we started, where we are coming from and where we are going. If you have questions or concerns, write and let me know!

With the chaos of convention-going this summer, we will be as busy as ever. We appreciate all the mail... and especially the time you took to return our survey. Thanks for the support.

The Ice Age has cometh.



scrye@aol.com
scrye@msn.com

Congratulations to John Engel. He's very excited about his new arrival... Special thanks to our Swedish friend, for the Swedish and Norwegian Doomtrooper cards, and to Michael for the Dutch versions...



SURVEY WINNERS

The following kind souls, sent in their surveys dutifully and were drawn at random for the 10 prizes...

P. Serebrenick
Atlanta, GA
Box of Daryl K. Sweet art cards from FPGs

J. Ciesla
Raleigh, NC
Box of Bob Eggleton art cards from FPG

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Caldwell, NJ
Box of Clyde Caldwell art cards from FPG

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Coeur d'Alene, ID
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St. Anthony, MN
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H. Riekens
Pueblo, CO
Box of Jeff Easley art cards from FPG

S. Fish
Springfield, IL
Box of Wyvern Premiere Limited Edition Starters

B. Carpenter
Ann Arbor, MI
Box of Revised Boosters

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The blood of the fomori drips from Mari Cabra's claws. Mewling packs of Wyrn creatures retreat before her and vanish in fear into the Umbra. She smiles, and steps sideways into her reflection: they will not escape her. Werewolves have entered into a new field of combat. Greater danger — and greater triumphs — await in the Velvet Shadow, the spiritual reflection of our world — the realm known as the Umbra.

The Umbra is the first expansion for RAGE, the balls out best-selling game of werewolf combat. With over 90 new cards, the Umbra introduces to RAGE fans an entirely new level of play, including a brand-new Quest card series, new characters such as the legendary Wahya Ohni, and a variety of novel foes, such as umbral spirits and the dreaded reality-warping Nexus Crawler.

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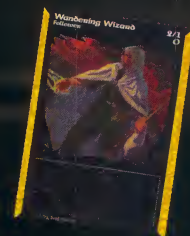
Clash,
of it...

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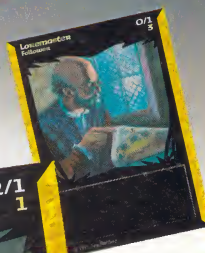
of the gods

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Dark Creation
Guardian



5/0
3



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S CRYE

ISSUE #8

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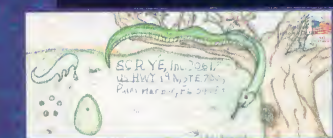
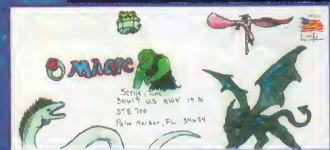
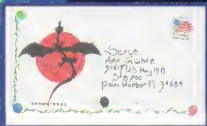
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Dear Scrye:

Let me begin by saying that you have a wonderful magazine, and provide a valuable and honest service to your readers. Your price guide is invaluable to young traders who may be swimming among the sharks.

I am writing this letter to address problems I've overhead, seen on the Internet, and read about in your magazine. I know that virtually every gaming, hobby, and collectible store that carries these cards uses your magazine, and so I offer these simple solutions to them.

The Problems are:

#1 - Players who have been in the game for a long time are upset that some of their older cards are banned from use in tournament play (or all of them in the case of "type II" tournaments). They feel that they deserve a reward for being in the game so long.

Problem #2 - Newer players are frustrated at the older players' decks filled with unattainable cards. They feel, and rightly so, that they cannot compete in tournaments against such decks.

Problem #3 - Facing the same type of decks over and over, i.e. copycat decks. The net is filled with complaints that the same decks appear multiple times in every tournament (the last one I was in had almost 1/2 the players using "Winter Orb/Denial" decks and another 1/3 using "Lightning Bolt/Red Damage" decks. I offer a simple solution to these impossibly conflicting problems: First, allow all cards to be legal. Second, restrict all cards (except the five basic Lands) to only one. Third, completely ban the use of card protec-

tors and proxies. Doing these three things will allow the older player to use all of the cards (provided he/she is willing the "risk" to those precious gold mines), yet gives the newer player a chance due to the restriction of just one of any card. It will also force diversity and creativity in deck construction (no more 4 Black Vices or 4 of each type of Red Damage Spell), and put the emphasis back where it belongs - skill in play and card evaluation. It will also make players consider cards that they rarely play (I have a new respect for Siren's Call, Guardian Angel, and many others!) I hope all tournament directors read this and consider these fun, fair rules.

T Peracchio,
Cleveland, OH

What do our other tournament fiends out there have to say about this subject? Please let us know: What are great house tournament rules that make most players happy?

Dear Scrye:

I just picked up #6, and I thought it was fantastic! I've been playing Magic for about 6 months so I don't have many expansions. Most of my

cards are Fallen Empires, although I do have some good ones. I just started playing Star Trek CCG, and I think it's really cool. I think Wizards of the Coast should lighten up and put more cards on the market. I'm just 14 and on a tight budget. Around here the card shop owner and his friends have good cards. They horde them as if they were gold, and if you want to buy one they charge at least twice the Median amount! Even if you want to buy a Booster it's \$5.40! This is outrageous. I plead with

Wizards of

back!

S. Horton
Orange, TX

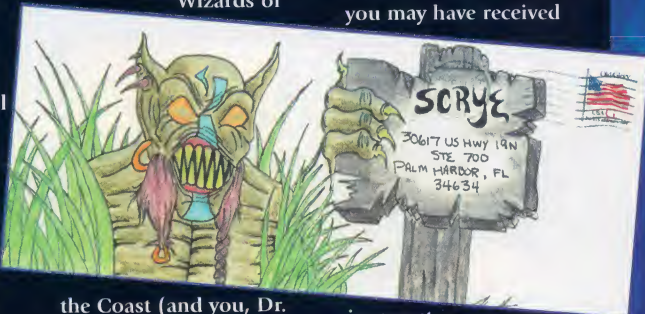
Wizards of the Coast prints many, many more cards than Decipher. There are plenty of stores that don't

gouge for cards... patronize those stores.

Dear Game Gurus:

I'd like to compliment you guys on your totally rad mag. You have the very best articles and I totally agree with your prices and all, but your game release dates are all wrong. #6 said that Highlander Cards were to come out in March...but guess what? I'm writing this letter on the 14th of May, and my local game store still hasn't received the game.

I'm not trying to insult your mag or anything, though. It's probably not even your fault, you may have received



the Coast (and you, Dr. Garfield) to stop trying to squeeze all the money out of the plant, put out more cards, put out more rares, more cards that favor the little guy. I'm starting to get disgusted and so are my friends. At least Decipher puts out a lot of cards. With them you always make your money

incorrect information from Thunder Castle. Anyway, I'll still always be a Scrye reader.

C. Woodmore
Philadelphia, TN

Unfortunately, not all of the manufacturers keep us up-to-date on their release dates. Highlander is now due in July.

Dear Scrye:

You're magazine is so cool that the store near me sells out in less than a day! Try as I might, I have yet to figure out how to subscribe! Any ideas? Also, I just bought some Wyvern, great artwork! I was very confused to find out that, accord-

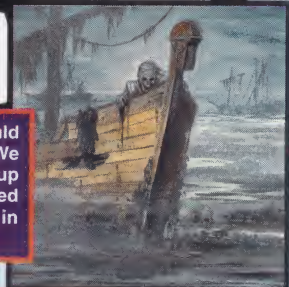


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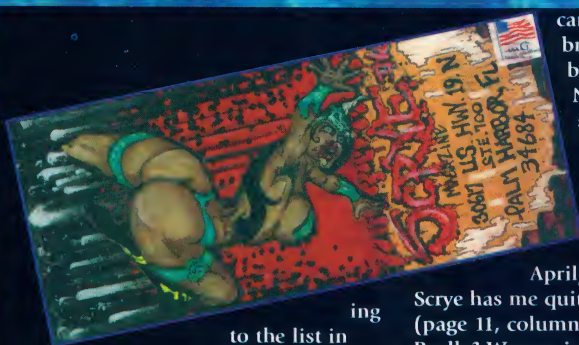
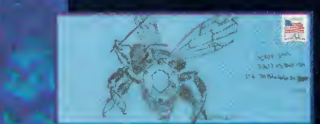
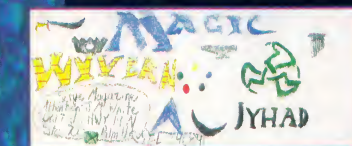
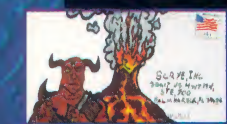
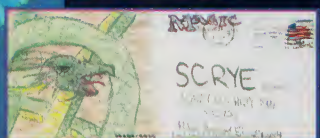
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ing
to the list in
Scrye #6, half of my
cards don't exist. What's
up with card numbers
greater than #136?

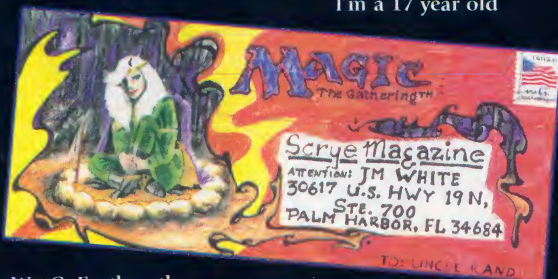
J. Konar
Stevensville, MI

We don't accept sub-
scriptions at this time,
sorry. Buy Scrye in your
favorite hobby, comic or
card store. You may be
able to arrange with
your store to order a
copy specifically for you.
Your Wyvern cards are of
the Limited Edition, not
Premiere Limited
Edition.

Dear Scrye:

I really did mean to
write much sooner. I
started playing Magic in
August '94 and of course,
I've read every Scrye. The
information you provide
is highly valued at this
end. Thank you!!
Further, I would like to
share some thoughts
with those coming into
the game recently and
anyone else who wants
to listen. I have heard
much talk of Moxes,
Black Lotus and other
highly priced cards with
extreme play value, and
cost. These are wonder-
ful cards, which are lust-
ed after by all. The lack
of them, however, does
not mean you will lose.
Try looking at an oppo-
nent with these cards as
a target! Even your
chances: Copy Artifact,
Steal Artifact, Dust to
Dust, Disenchant,
Scavenger Folk,
Powerleech, Rust,
Crumble, Desert Twister,
Shatter and Artifact
Blast. The cost of these

April/May
Scrye has me quite upset
(page 11, column 1)
Really? Wyvern is definite-
ly one of the best games
in the field. It has a lot of
strategy to it and winning
it seems to value player
skill more than spending
the most money on deck-
building. I realize your
comment was not direct
or blatant! You conveni-
ently did not say Magic,
but it is very clear where
you were going...This is
Wrong! I firmly disagree
and feel that a statement
such as this will mislead a
new player! It is a grave
underestimation of the
game and a slap to



WotC. Further, the
ability to win at Magic is
based on your knowledge
of the game, your ability
to combine cards, and
CHANCE!!! The rarest,
most expensive cards
won't win the game if
you don't know how
to use them.
And finally as
stated before,
WotC has pro-
vided the play-
ers with many
commons with
which to bal-
ance out one's
chances.

Now, I feel
better...and I
hope you see my point. I
don't want "this" however,
to cloud the praise I feel

you deserve for the
Magazine and all your
efforts. I thoroughly agree
with your opinions on
chase cards, they create
more harm than good. I
also appreciate the effort
you put forth to commu-
nicate with your readers.
Last, but not least, I



love seeing the art of
NeNe Thomas!!!
I hope you enjoy the scrib-
ble and I look forward to
your next issue.

J. Woodward-Lagow
Anahuac, TX
Your points are excellent!
Thanks for sharing them.

Dear Scrye:

I'm a 17 year old

er to find cards of early
editions like the Arabian
Nights or OOP's.

N. MaaB
Braunschweig, Germany
It's hard to keep up with
European prices in the US.
Thanks for clueing us in!
Dear Scrye:

I have just picked up
#6 of your magazine, and

it was the
first Scrye I have ever read.
I think that this magazine
is great, but I wondered
why you didn't put the
Spellfire expansion sets in
the price lists, and why
you didn't have more
prices of other cards.

E. Chen
Washington Twp., NJ
We didn't show Spellfire
Expansion set prices in
Scrye #6, because there
wasn't enough trading in
those cards to obtain reli-
able price data. We collect
prices from retailers all
across the country to pro-
duce the prices in Scrye.
We do not invent prices
and if there is insufficient
data to produce reliable
prices, we cannot publish
them. In this issue we
have started a new section
to provide an indication
of

Magic player and
happy that our local store
gets Scrye Magazine every
month.

In Germany the prices
for cards nearly match
those which



are
printed in Scrye (UL Black
Lotus 200DM = \$142.85
US or Howling Mine 5DM
= \$3.60 US) but it is hard-

prices for sets
that have limited sales.

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Summer 1995

Mondo ComBos

CARD COMBINATIONS FROM OUR READERS!

RD: P. Waterman

You may notice that we've changed the format of Mondo ComBos slightly. After the last issue of SCRYE, a little red guy suddenly appeared in a puff of smoke wailing "CoP Green can't stop loss of life from a Channel! Read the [friendly] card!" in a high, keening voice. The Rules Demon, as he introduced himself (although we prefer the more PC "Rules Nether-Person"), insisted on looking over the Mondo ComBos personally, shredding the ones that don't work, and making comments on the ones that do. Since his teeth and claws are rather sharp, we decided to oblige him.

There is this dude called Johan from Legends. He allows all your creatures to attack untapped (what a dude)! The obvious choice now is Stasis, right? But to make it even more frustrating for your opponent, play Kismet. All creatures, Lands and Artifacts come into play tapped. Make sure to Mana Short them so they can't do any Counterspells or such. Also, for good measure, put in Birds of Paradise on them and a Ley Druid with two or three Instill Energys on him. This makes sure you can



untap two Lands per turn and your opponent can't do a thing. It is really a tournament legal Time Vault deck only your opponent gets to pick up.

**G. Martin
Eastbourne, England**

Also remember this: One of the beautiful things about Kismet is that only your opponent's cards come into play tapped!

A Mondo Combo for your magazine involves a Dingus Egg, Armageddon, and Reverse Polarity. On your turn, have two white Mana in your hand, an Armageddon and a Reverse Polarity. Cast Armageddon, lay down two Land, and use

Reverse Polarity. Your opponent goes down in life while you go up.

**B. Light
S. Anderson
You'd need to have a Fastbond in play to play**

two Lands on your turn. Instead, simply tap two Plains and have the white Mana sitting in your Mana pool before you cast Armageddon. Destroying the Land doesn't destroy the Mana that's already in your Mana pool. This combo also works well with Reverse Damage.

Pack a ton of your opponent's creatures on to a War Barge and use

Hurkyl's Recall on yourself.

**N. Radwan
Buffalo, NY**

Great! You could also use a Boomerang, Disenchant, Crumble, or Divine Offering on the War Barge to bury his creatures.

Channel, Braingeyser and Storm Seeker.

**B. Fukunaga
Honolulu, HI**

And if that doesn't kill her, play a Black Vise for good measure!

Orcish Spy and Millstone. With this combo, you can leave your opponent without Lands. Look at the top three cards of your opponent's library, and if you see some Lands coming, send them to the graveyard with the Millstone. Then take care of the Lands already in play with some Stone Rains. You could do the same to prevent him from getting creatures or powerful spells in play.



**J. DeJesus
Fajardo, PR**

You can also use this combo to look at your own deck and get to the cards you want faster.

Keldon Warlord, Breeding Pit, and Arena. (After a while you have an invincible creature who takes out all opposing creatures.)

P. Conant

Saco, ME

Arena also works well with those big creatures like Leviathan that you wouldn't normally attack with.

Atog & 4 Ornithopters. Sacrifice the Ornithopters and you would have an 9/10 creature on the second turn.

**T. Chester
Cortland, OH**

Atog is a mean card with any cheap Artifact. Load up your deck with zero and one point casting cost Artifacts and make your Atogs really mean.

Use Creature Bond (throw it on a creature). Then you can use a Terror, Fireball, Disintegrate, or something else that will kill the creature. Your opponent will feel the damage both ways, losing a creature and losing health.

**D. Garcia
Mathis, TX
Bingo.**

Throw in a Skull of Orm to bring the Creature Bonds back from your graveyard and your opponent will really hate you.



Cast Channel and Carrion Ants. Then throw

a Spirit Link on the Ants. Any life you spend to pump the Ants up, you'll get back from Spirit Link.

**D. McClain
Davis, CA**

...Assuming you attack with the Ants, of course (which means they need to have been in play in your territory at the beginning of your turn). This also works well with Killer Bees, which only requires a 2-color deck rather than a 3-color deck.

Take any creature that has the rampage ability (Wolverine Pack or Craw Giant work fairly well), cast Lure on it, and then attack when your opponent has lots of creatures.

**A. Baker
Lincroft, NJ**

"Let's see... You have 15 Saprolings. That makes my Drathi Berserkers... umm... 44/46, right? Good luck!"

Tap all your black Mana for Pestilence and then cast Reverse Damage.

**M. Brown
Lulton, Canada**

Just watch out for those blue Counterspells decks!

Elvish Farmer with Night Soil and Soul Net. Use Night Soil to bring out a lot of Saprolings and then use the Elvish Farmer to sacrifice them and gain two life. Then pay one Mana to use Soul Net and gain another life.

Welcome To The True Past



Limited Edition
AUGUST 1995

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A. Wilborn
Richmond, VA

Of course, Magic maniacs will say "Why stop at one Soul Net?"

Circle of Protection:
Artifacts and Bottle of
Suleiman.

W. Snyder
B. Forman
Seattle, WA

*Add in an Argivian
Archaeologist,
Reconstruction, or
Drafna's Restoration and
keep doing it over and
over!*

The best Mondo
ComBo I've had is Ebon
Praetor and Breeding Pit.
There's nothing like the
look on your opponent's
face when you have a
20/5 first strike/trampler.

K. Powell
LaGrande, OR

*Except maybe a 20/5 first
strike trampler who's also
unblockable! Can any-
body come up with a
combo to do that?*

Here's a cool way to
gain lots of life and get
cards out of your hand at
the same time: Cast Soul
Burn on yourself, putting
all the black Mana you
have into it. Then cast
Reverse Damage. You
gain life from putting
black Mana into Soul
Burn and from the
Reverse Damage, giving
you double your invest-
ment back.

F. Jones
Glendale Heights, IL

*This didn't
work with
Drain Life,
but Soul
Burn is word-
ed slightly
different.
Nasty!*

Keep tap-
ping your
Rod of Ruin
on your
Fungusaur.

S. Steglinski
West Springfield, MA

*Or use a Prodigal
Sorcerer or any other card
that can repeatedly do a
point of damage to make*

your Fungusaur bigger.

I think this is the best
combo. First use a
Nettling Imp to make
opponent's creature
attack. Next use a
Sorceress Queen to make
it 0/2 then use a Royal
Assassin to kill it.

C. Laatsch
Highland Park, IL

*You actually don't even
need the
Sorceress
Queen,
because the
creature will
die as soon
as the
Assassin's
effect
resolves, and
therefore
won't be
around to
deal damage during the
damage dealing part of
the attack.*

Use Titania's Song to
get rid of those pesky
Moxes or Black Lotus.

S. Fitzgerald
High Falls, NY

*This is also a good pre-
emptive strike to prevent
your opponent from play-
ing those zero cost
Artifacts when she does
get them.*

I have a card combo
I'd like to present: Any
Fallen Empires card and
Garbage Can.

M. Graham
Dale City, VA

*Hee hee! Even though I
think Fallen Empires does
have some
good cards
(and wonder-
ful artwork if
nothing else),
I love this
combo!*

Royal
Assassin and
Icy

Manipulator
E. Breitenfeld
Escondido, CA

*Ahh, a classic combo
made even easier to get
with the inclusion of Icy
Manipulator in the Ice
Age expansion.*

Here's a combo I actu-
ally managed to get in a
game once: Black Lotus,
sacrifice for three blue
Mana. Then Reconstruct
the Black Lotus and sacri-
fice it for three more
blue Mana. Then
Reconstruct it again and
sacrifice for three more
blue Mana. Then cast
Mahamoti Djinn on turn
one.

K. Roth
Glendale Heights, IL

*I'm picturing
your poor oppo-
nent going "Uhh
... Forest. Tap
for Scryb Sprite."
Unless she's got a
lot of Scryb
Sprites, it won't
be long before
she's gone.*

Wrath of God and
Tormod's Crypt, then All
Hallow's Eve

B. Schiefen
Ridgewood, NJ

*Actually, save the
Tormod's Crypt until right
before the All Hallow's
Eve is going to go off.
Your opponent is less like-
ly to try to Disenchant the
All Hallow's Eve if he
thinks he'll be able to get
back his creatures too,
and the look on his face
when you dis-
abuse him of
that notion
will be price-
less!*

Put out
Circle of
Protection:
Red, then cast
Inferno.

L. Frascogna
Jackson, MS
*Just be sure to
leave a point of Mana
available to use the
Circle, or you'll be nice
and toasty too!*

Bring out Time Vault.
Then turn it into a crea-
ture with Animate
Artifact. Then put on
Instill Energy. That will
provide you with unlim-
ited turns to crush your
opponent.

B. Kim

Ann Arbor, MI

*Another classic combo.
Abusive combinations like
this are exactly why Time
Vault was banned by the
Duelist's Convocation.
Killjoys!*

Put Lure on any crea-
ture and when everything
blocks it, cast Spore
Cloud, tapping all your
opponent's creatures and
your 1/1 creature. They
won't untap during your
opponent's next turn, so
on your turn you can: a)
attack with all your crea-
tures; b) use a lot of
Elvish Hunters with
Instill Energy and Barl's
Cages (I think that's what
it's called) with Power
Artifact to keep your
opponent's creatures
tapped, then chew up his
ranks with Royal
Assassins; or c) do both
a) and b).

P. Soeller
Chino Hills, CA

*Perfect. Your opponent
will be madly scrambling
to find blockers. Play a
Smoke and he'll really be
in trouble, since he'll only
be able to untap one crea-
ture per turn.*

Cast Aladdin's Lamp
and then use Crumble
on it so you gain 10 life.

L. Korbel
Cheektowaga, NY

*Those
Crumbles and
Divine
Offerings
come in really
handy when
you can't
come up with
a Stream of
Life or
Alabaster*

Potion.

Arathi Berserker and
Goblin War Drums.

M. Rorie
McLean, VA

*Goblin War Drums will
sure make your opponent
think twice before block-
ing any creature with the
rampage ability.*

Ten ways to destroy,
bury or remove a Shivan

Dragon from the game:
Terror. Festival and
Siren's Call. Swords to
Plowshares. Royal
Assassin (if Shivan is
tapped). Desert Twister.
Do a zero point
Disintegrate then use two
Lightning Bolts to
remove it from the game.
Use a Sorceress Queen
on it, then hit it with a
Lightning Bolt. Hand of
Justice and three white
creatures. Fissure. Do a
five point Hurricane,
Fireball, or Disintegrate.

M. Pendergast
Foxboro, MA

*These are all great ways
to take out a Shivan
Dragon. Most of them
will also work against
any other big creature
that you're interested in
taking down. But you left
out my favorite way to
kill a Shivan Dragon:
Earthbind, Disenchant,
Earthbind, Disenchant,
Earthbind!*

Dingus Egg, Living
Plane, and Pestilence.

A. Gauche
North Bend, OR

*Just remember that this
will also destroy all your
Lands and damage you in
the process. If you can,
put out a Martyrs of
Korlis first to take the hit
for you.*

Armageddon,
Nevinyrral's Disk and
Balance

G. Allen
Union, ME

*Wow! A combo for the
truly destructive, this will
destroy all Land, crea-
tures, enchantments,
Artifacts, and (assuming
you have no cards in your
hand after casting bal-
ance) even your oppo-
nent's hand!*

**Have a favorite card
combo? Send your
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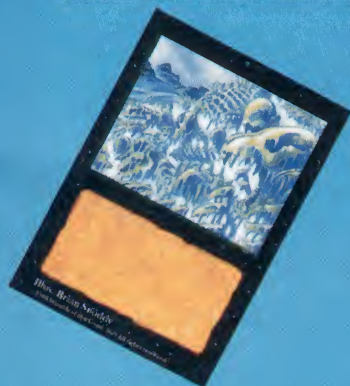
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TAPPING THE KNOWLEDGE VAULT

RD: P. Waterman

Dear Scrye,
What would happen if you used Copy Artifact on a Bronze Tablet, then used it? Would your opponent get the Copy Artifact?

Zapyo

A Copy Artifact completely copies its target—it is, for all intents and purposes, exactly the same as the original Artifact. Since Bronze Tablet allows you to exchange the Tablet for any card your opponent has in play and keep it, you can use a Copy of the Bronze Tablet in the same way. You end up with your opponent's card and she ends up with your Copy Artifact. Of course, now that Copy Artifact is out of print and Bronze Tablet is in print, you might want to think twice before doing this!

Dear Scrye:

Every time my friend and I decide to play a friendly game of Magic, it turns somewhat hostile. We have these recurring arguments and were hoping you could answer some questions. Can a Library of Leng prevent someone from being Millstoned? If so, then shouldn't it do the same for a Deep Spawn? The effect of a Millstone is to take the top two cards from a player's library and put them in his graveyard. Library of Leng says, "If a spell or effect forces you to discard..." Since the Millstone isn't making you discard (it's simply taking the cards from your library and placing them into your graveyard) it can't stop a Millstone. Deep Spawn is worded the same way and also cannot be stopped by a Library of Leng.

After a creature has been controlled with Control Magic, can it attack that same turn, or does it suffer from

summoning sickness?

Summoning sickness is a very misunderstood term, partly because it's really a misnomer—it doesn't just happen when a creature has been summoned. The concise rule is this: You cannot attack with a creature or use a creature ability which requires tapping unless the card (or token) has been under your control since the start of your most recent turn.

(This is a minor change from the old ruling which said that the card must have started one of your turns under your control. It only makes a difference with relatively unusual combinations like a Seasinger untapping to release a creature and then tapping later to take it back.)

Abilities that don't require tapping as a cost, such as regeneration (it taps the creature as a result, not as a cost) or "pump" abilities (like on a Frozen Shade or Shivan Dragon) can be used right away. Also, remember that the card doesn't have to have been a creature since the start of your last turn—it simply must have been under your control (this affects cards like Mishra's Factory or Living Lands).

Does The Fallen still do damage after it has been destroyed? In Scrye #3 one of our retailers said, "Black has The Fallen, who do a point of damage to a player every turn, even after it has been destroyed", in his retail advisory. That would be really nice, but it's unfortunately not the case. Once The Fallen has done damage to an opponent, it will do 1 point of damage to that opponent during each of its controller's upkeeps. When it is

destroyed and in the graveyard, however, it can no longer deal damage to the opponent.

Here's another situation: Miles attacked with a Dragon Whelp enchanted with Farrel's Mantle. He also made it unblockable with a Dwarfen Warrior. Matt had a Maze of Ith and a Jandor's Saddlebags. Could Matt untap it with either to prevent Miles from doing damage to one of his creatures?

Matt and Miles
Union County, KY

Farrel's Mantle doesn't care whether the creature it enchants is tapped or untapped, or whether it deals damage as a result of combat or not. It only cares that the creature it



enchants attacks and is not blocked. If both of those conditions are met, it can choose to deal its power plus two to a target creature. Jandor's Saddlebags merely untaps a creature and Maze of Ith untaps an attacking creature and prevents it from dealing or receiving damage as a result of combat. Neither card removes a creature from the attack, so if you can't block it (because of the Dwarfen Warriors), Farrel's Mantle can still be used.

Try using Ebony Horse, which removes the creature from the attack, instead. Dear Scrye:

I recently got a Homarid Spawning Bed. It said put X Camarid tokens into play instead of Homarid tokens. Is this a misprinted card?

J. Jordan
Granite Falls, WA

No, it's not a misprint. Just as dogs produce puppies and cats produce kittens, homarids produce camarids and thallids produce saprolings.

Greetings Scrye:

I have a couple of Spellfire cards that say 403 of 420, etc. I have not been able to find many cards to this set. Is there a 420 card set out there, and if so where? Or, are the twenty cards that were added to the second edition these very cards?

J. Carr
Punxsutawney, PA
Spellfire First Edition is a 400 card set marked "First Edition" on the back and numbered 1 to 400 of 400. When Second Edition came out, TSR removed 25 rare cards from the set and added 20 new rare cards. These new cards are numbered 401 to 420 of 420, and are marked "First Edition" on the back even though they are distributed in Second Edition decks. Dear Scrye:

If a Mahamoti Djinn (or any other card) goes to the graveyard, and someone uses Animate Dead on it, when you have a Vesuvan Doppelganger or Clone, does it also have to take the -1/-0 or not?

J. Murdock
San Marcos, CA
Well, unfortunately, you cannot Clone or Doppel a card that is Animated. The WotC Rules Team has said "Clone and Doppelganger can only copy permanents created by a 'Summon' or 'Artifact Creature' spell, or tokens that inherently

count as creatures. They may not copy permanents which are only creatures due to some sort of animation such as Animate Dead."

Dear Scrye:

When I cast a Control Magic on my opponent's Leviathan (for example) and my opponent casts a Control Magic on the Leviathan, who gets control of the Leviathan?

S. Fouladgar-Mercer
Manlius, NY

The Magic rules say "Whenever you have multiple existing effects in play, apply them in the order that they occurred." This means that since you and your opponent have conflicting enchantments on the Leviathan (you can't both control it), you apply the Control Magics in the order they were cast. Thus, the first Control Magic gives you control over the Leviathan, but the second Control Magic then gives the control back to your opponent. If his Control Magic were to be removed for any reason, control would revert to you.

Dear Scrye:

If I tap my Orcish Spy (to reveal my opponent's top three cards in his library) would my opponent get to look at the cards?

C. Louis
Richmond, BC, Canada
Orcish Spy says "Look at the top three cards of target player's library." Since the card doesn't say "Show your opponent," only you get to see the cards.

Dear Scrye:

I have just one question. I want to know why Serendib Efreeth has a green border, but it requires blue Mana to unleash it. Is this a misprint and if so what color is it supposed to be?

continued...

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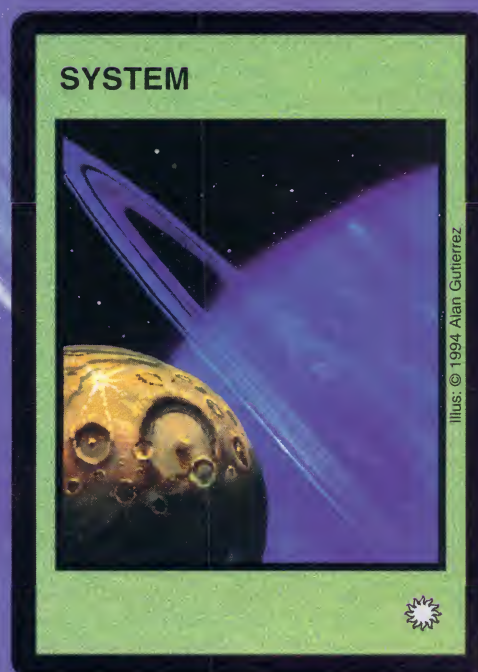
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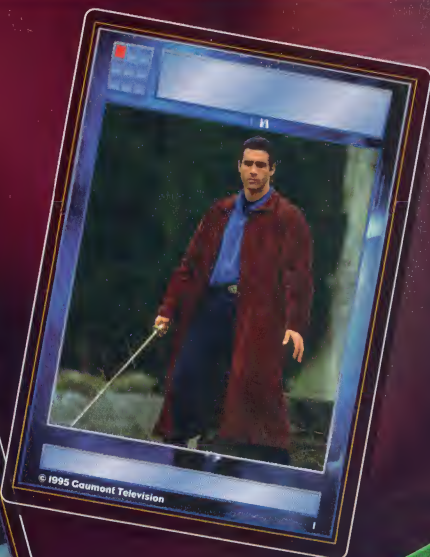
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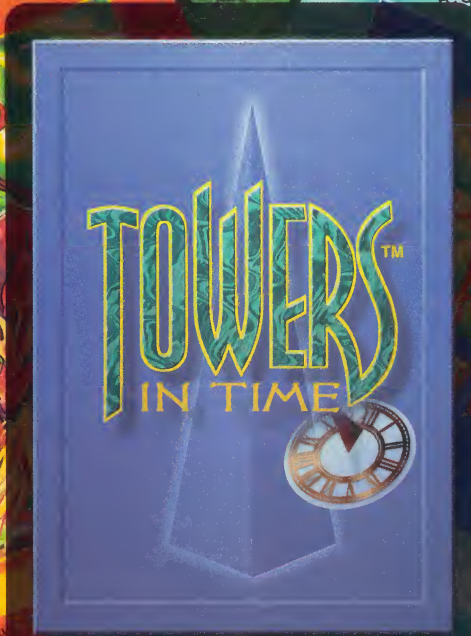
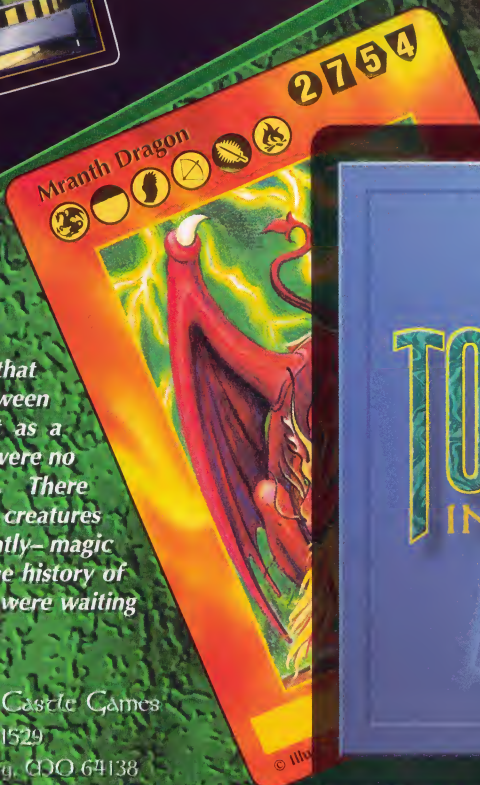
TOWERS[™]

IN TIME

In the beginning, those that could master going between dimensions thought of it as a novelty. Time and place were no longer barriers for them. There were worlds to discover, creatures to see, and most importantly—magic to master. All times in the history of our world, and of others, were waiting to be visited.



Thunder Castle Games
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Kansas City, MO 64138



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allowed to leave in the middle of rounds, and breaks between rounds were on the order of 3-5 minutes, there was some discomfort.

young and old. With preparations under way on the CNE grounds for the Molson Indy, it would have been great to see the Batmobile do just one lap of the Indy track, letting go the twin rear parachutes right in front of the Automotive Building (just dreaming, of course - this was not done).

Spider-Man and Wolverine seemed to have thoroughly enjoyed the weekend. They roamed freely about the building, impressing those youngsters who were not playing POG or stuck to the Batmobile.

Chaos Comics had artists and writers on hand from Lady Death, Evil Ernie, and Razor.

to have a few TSR veterans on their own team. The FPG staff demonstrated play of the not-yet-released Guardians game using pre-alpha mock-up cards. Daedalus Games was also demonstrating their yet-unreleased game, Shadowfist, on mock-up cards - both of these games look great.

Galactic Empires had an impressive display and ran demos all day Sunday. Robert Kraus, one of the GE artists, had his own table selling his own publications and prints. He mentioned that his comic book character, Chakan, the forever Man, besides already appearing in a Sega video game, will become an indestructible Galactic Empires card in the near future.

Naturally, the most innovative and colorful display was Wizards of the Coast. The undisputed Lords/god/King Bufu of Collectible Card Games promoted card and roleplaying products: M:TC, Primal Order, and SLA Industries. I heard very little about Vampire: The Eternal Struggle (besides the rumor of a mysterious Jyhad tour-

I was lucky enough to get in on the Ice Age World Premiere Sealed Deck Tournament in Toronto (thanks Joanne). We were each given one Starter Deck, one Booster Pack, and one of each basic Land. Out of this 80 card total, we were instructed to build a deck with no less than 40 cards. The leftover cards were considered the Side-Board. After careful consideration, I talked myself out of running all five colors and instead ran all but blue, despite the fact that blue has my largest creature (the Illusionary Forces, a 4/4 flyer with a cumulative upkeep of 1 blue). My deck started out at 42 cards and ended up, after winning some ante (all matches were for ante), at 48 cards.

The tournament was really fun, despite starting over two hours late (yawn!). My first match was won in two games, thanks mostly to my two Norritts and the Icy Manipulator. The next match I won in two games using my Skyknights and Skycaptain (white flying, banding, first strikers). In the fourth match I won two out of three mostly because my opponent did not get many creatures out and when he did they were just not up to the test. In that match



They were signing autographs steadily, selling limited edition issues of their comics and a t-shirt of Razor that was easily the coolest shirt I saw all weekend.

TSR had a table manned by Jim Ward, who was playing the relatively new TSR game, Blood Wars, one-on-one with any interested passersby. Free Starters of Blood Wars, Spellfire and Boosters of Dragonlance were available to anyone who asked. Pretty good marketing actually, for a power-house roleplaying company that desperately needs a slice of the card game pie.

Having played Spellfire with other people's cards, it will be nice to have my own cards for a change. After reading the rules for Blood Wars and glancing at

ney). Demos of Robo Rally went on continuously.

WotC's biggest conquest of the weekend, however, was unmistakably the world premiere of Ice Age; the latest stand-alone expansion set for M:TC.

What a beautiful set it is too; enough to satisfy even the staunchest critic of Fallen Empires. It introduces snow-covered Lands and two or three new rules, such as cumulative upkeep and drawing cards on the next upkeep, but overall play hasn't changed. Magic: The Gathering, however, may never be the same; when you get these new cards in your 4th Edition decks with a few Chronicles in July, those have-it-all-know-it-all's with Moxes and Lotuses better watch out (serves them right - sour grapes (grin!)).

A rule follows with any event such as this; if you have fun you can't lose. As a good time was had by all (those who survived the cafeteria cuisine), I saw a lot of winners walk away from the Duelist Convocation Canadian Tournament. Kudos to Wizards of the Coast and the boys from 1,000,000 Comics for pulling it off.

R. "Psych" Gregory
SCRYE Reporter



I split the first two games and the last game came down to who had the most life at the time. With a little dipping into my side-board, I managed to scrounge enough direct damage to have a four life lead when time was called.

By winning four rounds I actually placed in the final 32 and gained the distinction of being a Finalist. Unfortunately, I was eliminated in the first round of the Finals. My opponent (Trevor Hart owes me a rematch!) smashed me with a Scaled Wurm, despite the fact that I managed to gain control of it and defeat him in the first game. (Not bad, even for a guy carting around his 4 month old son).

All in all, I enjoyed myself thoroughly. The people at Wizards are really friendly (even when they are stressed). All of my opponents were courteous and challenging players. The city of Toronto has a fantastic night life.

Josh Hall
SCRYE Regional Advisor

WEIRDNESS...
I mean, some things you can expect when you get out of bed in the morning and they still take you by surprise when they happen, but others...

The Magic: The Gathering Duelist Convocation three day event, held in the Automotive Building at Exhibition Place, in Toronto, Ontario, surprised a lot of people for many different reasons.

The Canadian Nationals kept a low profile. Unless it was all over on Friday (I didn't get there until Saturday), I don't know, but only one or two people I talked to had even registered for it and most of them dropped out to play Ice Age.

By far, the Ice Age sealed deck tournament drew the biggest crowds. Players were pleasantly surprised to find that the Starter deck and Booster pack of Ice Age cards were complimentary; this, after the advertisements clearly stated that decks could be bought at the time of registration.

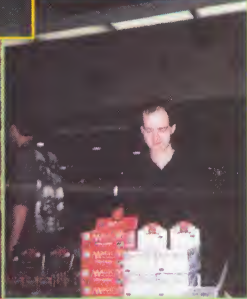
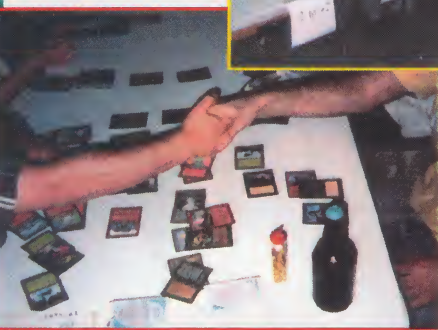
As might be expected, the Ice Age tournament decks, scheduled to be handed out at 11:00 am Saturday, did not reach their new masters until 1:20 pm (slightly into the second round of what was supposed to be the tournament proper).

Seventy-five minutes were allotted to deck construction, so the tourney could begin at 2:35 pm and because of the late start, the first couple of rounds were somewhat rushed. Since players were not

Meanwhile, word spread of the Ice Age speed-tournament on Sunday. For \$5.00, players would receive another Starter/Booster of Ice Age and play games all day, as fast as possible, for the most wins. Well... many players already had a taste of Ice Age from Saturday (it is a wonderful expansion, but more on that later), and here was a great excuse for a lot of people to opt out of the smaller Sunday events, with a refund.

As a result, the Type II Singles and Type II team revised scheduled for Sunday did not happen as planned. Organizers did not seek new players to replace those who had jumped ship. I do not know which other events were cancelled that day (if any). There was the rumor of a Jyhad tournament somewhere on the premises (and me without my Jyhad deck), but no one I talked to had seen it or any of the players. Maybe they didn't want to violate the masquerade.

Besides Kato Kaelin, Adam West was on hand with the crew from team Batmobile. The illustrious black vehicle was revved up at various intervals throughout the program, to impress Batman fans



the cards, I admit it appears a lot more interesting (and less complicated) than I was led to believe.

At odd times, TSR artists, Elmore and others, were signing at the TSR table. This was conveniently close to the Guardians booth, which claims

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Wizards of the Coast News

Homelands! The next expansion set for Magic: The Gathering is coming in two shipments, one in October and one in November. The 8-card Booster packs will sell for \$1.75 "Hidden away by a mysterious wizard for generations, the forgotten world of Homelands awaits discovery! Revealed within are many peoples, cultures, and creatures in a realm of complex allegiances and sinister plots. What secrets will you uncover as you venture into Homelands?" It is a Limited Edition set of more than one hundred different black-bordered cards.

WotC will have a new edition of the M:TG Pocket Players Guide out in August. It will include text relevant to 4th Edition and Ice Age.

WotC has announced that the site of the Magic World Championships will be in Seattle (August 4-6), and not in Milwaukee at GenCon.

In September, the suggested list price of 4th Edition, Ice Age and Chronicles is increasing. Starter Decks go to \$8.95 [\$89.50/box], Booster packs to \$2.95 [\$106.20/box] and for Chronicles, \$2.45 [\$110.25/box]. Increases in paper prices, printing costs, and the dramatic fall of the US dollar in the international market were cited by WotC as the reasons. Even at the new prices, these cards will still be cheaper than Star Trek and Star Wars CCG cards.

Coming in August from WotC are two new T-shirts. The black Fallen Empires shirt has the artwork from, "Order of the Ebon Hand", by Christopher Rush. The white Ice Age shirt has Richard Kane-Ferguson's "Elder Druid".

Ultimate Games News

Ultimate Games is proud to announce the upcoming release of the first expansion set for Ultimate Combat!, the martial arts trading card game.

The Ancient Fighting Arts of China" will introduce six new series of techniques: Kung Fu, Tai Chi, Shao Lin, Creature Styles, Chinese Wrestling, and Drunken Styles, as well as two new classes of cards,

Impact cards and Coach cards. CHINA will have over 120 new cards, which will include several "Easter Eggs" from the wide world of CCGs, and will feature enhancements to both the look and play of Ultimate Combat!. Playing in Ultimate Combat! tournaments might get you a nifty belt rating like I have.

Caliber Game Systems

Powercardz (First Strike) was released in June. It's a two-player game wherein super-heroes and super-villains mix it up in a versatile and exciting combat system. The inclusion of special Enhancement cards lends to the game by enabling participants to either positively or negatively affect Character cards during play. Cards range from common to ultra-rare and the entire Set One totals 300 cards.

Spawn Powercardz arrives in August. Powercardz' first expansion features Spawn, by its creator Todd McFarlane. The entire set numbers 180 cards ranging from Common to Ultra-Rare and is designed to play

by itself or combine with the 300 card Powercardz set and contains Violator, Angela, Overkill, the Clown and more.

Powercardz (Second Strike) arrives in August too. It adds 60 new cards into Powercardz' First Strike. A total of 220 of the 300 card Set One will be available. Characters from Big Bang, U.N. Force and the villainous Arcana debut in the Second Strike as well as special Ultra-Enhancement cards, Mission cards and Territory cards.

Daemonstorm: Realm of the Dead comes to stores in October. This fantasy-horror CCG is based on characters from Caliber's Deadworld and The Realm series, such as King Zombie, Terroreck, Silverfawn, Othaaris, Darkoth and many more. This new collectible card game has participants taking up the role of a god-like deity. Link realms and recruit fanatical disciples, control Simulacrum and traverse the Demonstorm between worlds as you seek to attain the ultimate goal...manifestation on the material plane!

Atlas Games

Arcana To Feature Chase



Cards - Atlas Games has announced that Arcana, the third expansion to On the Edge (on schedule for August 1995 release), will feature chase cards. Each display box will contain one of four designs, placed loose under the

Booster packs. Due to the limited size of the Arcana print run (the size of which has not yet been made public), the four chase cards are expected to be the rarest On the Edge cards yet in existence.

Comics & CCGs

Acclaim has three new Magic comic books debuting in July. Two new mini-series, Magic: The Gathering — Wayfarer and Antiquities — War On The World of Magic: The Gathering, and a single-issue story Magic: The Gathering Special — Nightmare. Nightmare features a painted cover by Melissa Benson.

FPG has recently announced that their Guardians game will be the subject of a new Dark Horse comic series. Expect to see it materialize in January...

New Releases...

Coming in July from Knight Press Games is Realms Arcana. The Dark Dungeon Starter deck has 60 cards, a six-sided die, a Ral Partha miniature, and two 2" medallions. There are three types of cards: Champion, Territory and Encounter. There are more than 130



cards in the set. The art on the cards are B/W illustrations which were subsequently colored, like INWO, but the cards are painted primarily in pastel colors.

Brady Games, the division of Macmillan Computer Publishing, which should bring us the Star Trek: The Next Generation Customizable Card Game Official Player's Guide in July, is working on two more projects for our field. The first one we will see is the Totally Unauthorized Guide to Magic: The Gathering Card Game.

Atlas/Trident: *On The Edge*
On The Edge Unlimited
On The Edge Standard
Cut-Ups Expansion
Shadows Expansion

Card Sharks: *Super Deck!*

Columbia Games: *Dixie: Bull Run*
Dixie: Shiloh

Companion Games: *Galactic Empires*
Primary Edition
New Empires

Decipher: *Star Trek: The Next Generation*
Star Trek: TNG Unlimited
Star Trek: Warp Pack

Heartbreaker: *Doomtrooper*
Doomtrooper-Inquisition
Doomtrooper Foreign Editions

Mag Force 7: *Star of the Guardians*

Mayfair Games: *SimCity — The Card Game*

Medallion Games: *Echelons of Fury*
Echelons of Fire

Multisim: *Kabal (French)*

October Games: *Divine Intervention (French)*

Steve Jackson Games: *Illuminati: NWO*
Illuminati Factory Set
INWO (German)

Thunder Castle Games: *Towers in Time*

TSR: *Spellfire*

Spellfire Expansions: *Ravenloft*
Dragonlance
Forgotten Realms
Artifacts

Blood Wars

Blood Wars Booster #1

Blood Wars Booster #2 *Factols & Factions*

Ultimate Games: *Ultimate Combat!*

U.S. Games Systems: *Wyvern-Premiere*
Wyvern-Limited

White Wolf Game Studios: *Rage*

Wizards of the Coast: *Magic: The Gathering*

Magic: The Gathering Collector's Edition

Magic: The Gathering (Italian)

Magic: The Gathering (French)

Magic: The Gathering (German)

Magic: 4th Edition

M:TG Expansions:

Arabian Nights *Antiquities*
Legends *The Dark*
Fallen Empires *Ice Age*
Jyhad

The other is a new collectible card game, Mortal Kombat Kombat Cards. Brady Games has announced Mortal Kombat collectible card game. It's coming in October and is based upon the world of Mortal Kombat 3. This is the first CCG to be based upon a video game. This should be interesting to see, as I don't believe the MK world has a lot of detail to draw



TIME GATES



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Galactic Empires game inside out and upside down.
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from. The Limited Edition Blood Border decks will sell for \$7.99 and the Boosters for \$2.50.

WotC & FPG

Coming from FPG (Guardians) in September is the Everway Companion Collector Cards for use with the Wizards of the Coast roleplaying game, Everway. The set of 90 cards was hand-picked by WotC's Everway team. They

feature an incredible lineup of artists... Rowena, Sanjulian, Ken

Kelly, Don Maitz, Tim White, Mike Ploog, Roger Dean, Jeffrey Jones, David Cherry, James Warhola, Chris Achilleos, Richard Hescox, Darrell K. Sweet and Bernie Wrightson. They come in packs of ten cards and there are six metallic chase cards to lead you into stores this October.

Heartbreaker News

For Heartbreaker Hobbies' Mutant Chronicles games (Doomtrooper is set in that world), both a Sega Genesis and Super Nintendo video game will be hitting stores this Summer. It features Mitch Hunter and Max Steiner, armed to the teeth and fighting their way through Venusian jungles, Martian deserts, Mercurian cave systems, and the Citadel of Nephrite Overlord Alakhai himself!

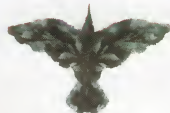
Pressman Film Corp. is developing Mutant Chronicles for the Big Screen. The film's producer is Edward R. Pressman, (film credits include Conan The Barbarian, Wall Street, Das Boot, The Crow, and Judge Dredd). Special-effects wiz, Stephen Norrington, whose first movie, Death Machine, caught Pressman's eye, will direct.

A Doomtrooper Player's Companion book is coming in October. This guidebook has rule additions, hints for both beginners and advanced players, and lots of background information on the world the game is based upon.

THE CROW

Based on the dark horror film released in 1994, The Crow CCG is targeted for a September debut. It includes artwork by James O'Barr and several previously unreleased shots from the movie. The Crow comes in Master Boosters of 15 cards plus complete rules. You'll want to start with at least four Booster packs. There are over 100 cards in the set, with ten extremely rare prism cards by O'Barr.

THE CROW



GOLDENEYES, JAMES BOND 007

Coming in November, this CCG features pictures from Goldeneyes, this Fall's James Bond movie starring Pierce Brosnan, and pictures from most or all of the earlier movies. Starter decks contain 44 cards drawn from a set of 112. There will be Ultra Rare hologram cards featuring villains and women of the James Bond saga. Also in November, the first expansion comes out, titled 007-Q. It features the fascinating equipment, most sinister traps, and surprising vehicles from the movies. The 15-card Boosters draw from a set of 122. The second expansion, Villains & Women, a set of 115 cards, is targeted for January.

KULT

This is a new CCG based upon the adult horror roleplaying game by Metropolis. You take on the role of either an Archon or Angel of Death, and manipulate the Realms of Passion, Dreams, Death, and Madness to achieve your goals. Of the more than 300 cards in the set, the special Archons and Angels of Death cards will be printed with engraved super-lux prism technique. This is due out in October.

In August comes Warzone, the second expansion for Doomtrooper.

(The first expansion, Inquisition, is due out in early July.) A 100-card set, Warzone, focuses on the powerful corporations. It also features a new card type, Warzones. They allow you to instantly change the scene of battle, giving your troops considerable advantages on their "home turf", while adding to your opponent's misery. Fight your way out of the deserts of Mars, the jungles of Venus, or the caverns of Mercury.

Warzone will be a one-time Limited Edition printing. Besides the red pinstripe on the border of the cards, there will also be a distinct logo on the face of the card to distinguish that the card is from the Warzone expansion.

MORTIFICATOR

Scheduled for Fall '95, MORTIFICATOR, is the third expansion for Doomtrooper. Released along with a four-issue comic and PC CD-ROM game, both with the name MORTIFICATOR, this expansion will circle around the Mortificators, the clandestine assassins of the Brotherhood and bring some new dimensions into Doomtrooper, such as covert operations and secret warfare. It will also focus on the plot, characters and villains in the story.

Just like INQUISITION and WARZONE, MORTIFICATOR will be a Limited Edition run marked with the red pinstripe and a discrete logotype in the bottom right corner of the picture, indicating

These Games & Expansions are Coming Soon...

Atlas/Trident Games: On The Edge Standard Edition
OTE Arcana (August)
OTE Networks (November)

Black Dragon Press: Tempest of the Gods (July)

Brady Games: Mortal Kombat Kards (October)

Cactus Game Design: Redemption (July)

Calibre Game Systems: Powercardz: Second Strike (August)
Spawn (August)
Daemonstorm: Realm of the Dead (Oct)

Card Sharks: Super Deck! Expansion

Cardz Distribution: Hyborian Gates (July)
One on One NFL Game (September)

Chameleon Eclectic Entertainment: The Last Crusade (October)

Columbia Games: Eagles: Waterloo

Comico Games: Chrysalis: Borne of the Supernature (August)

Comic Images: Star Quest: The Regency Wars (August)

Companion Games: Powers of the Mind (July)
Time Gates (August)
Advanced Technologies (November)

Daedalus Games: Shadowfist (July)
Shadowfist Standard (August)
Combat in Kowloon (August)
Netherworlds (September)

Decipher Games: Star Trek:TNG Alternate Universe (August)
Star Wars CCG (October)
Star Trek:TNG Q-Continuum (Fall '95)
Star Trek:TNG Holodeck Adventures (Dec '95)

FPG: Guardians (August)

Heartbreaker/Target AB: Doomtrooper: Warzone (September)
Doomtrooper: Mortificator (late Fall)
Super Nova CCG (July)
The Crow CCG (September)
James Bond Goldeneye (November)

Iron Crown Enterprises: Middle Earth (TBA)

Isomedia/AEG: Legends of the Five Rings (October)

Knight Press Games: Realms Arcana (July)

Last Unicorn Games: Heresy: Kingdom Come (September)

Mag Force 7: Wing Commander III (August)

Marvel/Fleer: OverPower (August)

Metropolis/HHG: Kult (October)

MicroProse: Magic:TG CD ROM (October)
Magic:TG CD ROM II (Winter)

New Millenium: Battlelords (July)

Outer Earth: Moons Of Khadar (Aug)

Parker Brothers: Star Trek:TNG CCG 2-Player Set
Star Wars CCG 2-Player Set (Dec)

Portal Productions: Portal (October)

Precedence: Gridiron Fantasy Football (October)

Steve Jackson Games: Illuminati:NWO Unlimited (July)
Illuminati:NWO Assassins (August)

Thunder Castle Games: Highlander (July)
Towers in Time: Greek (October)
Towers in Time: Amazon (December)

TSR: Spellfire: Powers (August)
Blood Wars Expansion: Powers & Proxies (August)
Dragon Dice Collectible Dice Game (August)

Ultimate Games: The Mystic Fighting Arts of China (August)

U.S. Games Systems: Wyvern: Phoenix (July)
Wyvern: Kingdoms (Fall)

White Wolf Game Studios: Rage Unlimited (August)
Rage: The Umbra (August)
Rage: The Wyrm (December)

Wildstorm Productions: Wildstorms (August)

Wizards of the Coast: Magic: Chronicles (July)
Vampire: The Eternal Struggle (August)
Vampire:TES Dark Sovereigns (September)
Magic: Homelands (November)



COMING SUMMER '95!

Ancient Greeks named the creatures that brought art across dimensional boundaries. Collectively, they were known as muses, and in myth, each held dominion over a specific talent. In reality each muse was an entrance to a parallel universe, and mortals with courage and vision found their way in. If they survived, the art and knowledge they brought back enriched and advanced mankind.

Two well known explorers of these alternative realities are **BORIS VALLEJO** and **JULIE BELL**. Their art speaks volumes about the mystical characters, nightmare creatures and heroic warriors they encountered on inter-dimensional journeys.

The **HYBORIAN GATES** card game brings this fantastic collection of art to life.

Players collect and create special decks which pit magic against technology, or vehicles against monsters, or any combination of powers unique to the six races included in the starter sets. Controlling powerful vortex gates, players project heroes, monsters and troopers to battle for control of parallel universes.

Infinitely expandable, **HYBORIAN GATES** is the new generation in collectible card games.

**Meet the artists of
HYBORIAN GATES,
Boris Vallejo and Julie Bell,
at GEN CON® Game Fair.**



Julie Bell and Boris Vallejo

Card Collector

from what expansion the card is taken. Mortificator will include 122 new cards and it is scheduled for November '95. The Boosters will be printed on a deep metallic black foil.

Wing Commander III

Mag Force 7 will design, produce and distribute a collectible trading card game based on the best-selling CD-ROM computer game, WING COMMANDER III: Heart of the Tiger, from Origin Systems, Inc. Designed by award-winning game designer Jeff Grubb, and Don Perrin, the designer of the STAR OF THE GUARDIANS trading card game, the WING COMMANDER Collectible Trading Card Game features space-fighter combat in a collectible trading card format.

The computer game WING COMMANDER III will cost over 4 1/2 million dollars to produce, making it the most expensive computer game ever created. Its cast of Hollywood stars include Mark Hamill, John Rhys-Davies and Malcolm McDowell. The card game will feature these stars with their own cards — not as stills, but as photo-realistic paintings. Tentative release date is August 15 and the Limited Edition print run will be 12 million cards. There are 300 cards to the set. A box of Starters has 6 red decks (Kilrathi) and 6 blue decks (Terran Confederacy). Suggested prices are \$8.95 for a deck, \$2.95 for a Booster.

TSR News

From TSR: Collation changes for Escalation Pack #3: Powers & Proxies. Two thirds of the packs will have 9 Commons, 4 Uncommons and 2 Rares. The balance of the packs will have 8 Commons, 4 Uncommons, 2 Rares, and 1 Chase.

Interplay Productions plans a new division to create games based on the licensing agreement it signed with TSR, Inc., producers of the best-selling line of Advanced Dungeons & Dragons games. Interplay owns the exclusive license to produce all of the electronic entertainment games for TSR's Forgotten Realms and Planescape product lines. The new division will be led by Mark O'Green, division director, and will include over 50 artists, designers and programmers. The first products are scheduled to be released in the fourth quarter of 1995 and will not only be traditional role-playing/adventure games, but will also include strategy, simulation and action games. Interplay titles include Descent, Cyberia, Boogerman, Voyeur, Battle Chess and C2: Judgment Clay.

Chameleon Eclectic

Coming in early October from Chameleon Eclectic Entertainment is The Last Crusade, a collectible card war game based on the battles of World War II. The Last Crusade is based on the invasion of France by the allies and the Battle of the Bulge — the struggle between the American and German forces in Northern France, Belgium and Germany in late 1944 and

early 1945. (In fact, the first release of the game will be labeled the "50th Anniversary Edition" to reflect the 1995 anniversary of the end of the war.) Cards feature infantry, armor and air units from both German and American forces (each card generally representing a platoon-sized element), as well as terrain, leaders, fortifications and special events. The game rules elegantly combine forces as diverse as combat engineers and strategic bombers, and provide for an infinite variety of tactics, while retaining the realistic feel of a true historical game. The Last Crusade will be sold in 60-card decks (\$9), each containing enough German, American, and Terrain cards for a two-player game. The card set includes 300 individual designs, in three levels of rarity. There will be ten Rare cards per deck, making it relatively easy for players to quickly accumulate a wide selection of unusual cards.

RAT-at-tat-tat...

From Corgenberg Ltd. comes Gangland, a mob wars game of the 1920's and 30's. Although it's not a collectible card game, they have plans to release collectible expansion sets.

Microprose Update

Magic: The CD ROM has now been delayed until October. However, a mini working version is coming out in July...it should cost \$5 in most

computer software stores.

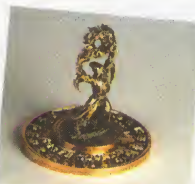
MICROPROSE

We've gotten a look at the latest demo...this is very cool! In winter of '96 we may see Magic: The CD-ROM II — an expansion.

In early June, Microprose announced that Genie was the online service chosen to have the online version of the game. Many M:TG players aren't happy about this, as most who use an online service are using AOL or Compuserve, or even The Imagination Network.

Hot Summer Stuff

From Reaper Miniatures, also in July, comes the new Scrye Life Counters. Sculpted by Julie Guthrie, the highly readable enameled disk comes in six colors. A small dragon wraps a wizard's arm coming



from the ground, clutching a brilliant 12mm German crystal. We saw these at the GAMA trade show — they're very cool! Also coming in July is the Scrye Ultimate Combat! Hit Point Counter by Reaper Miniatures. Yes, in black, and also three Hit Point Counters that go from -259 to +259 hit points.

In July, Wordware has a new 144 page book coming out called "Learn Magic Cards". I think you can guess what it's about. In August, their third book on Magic comes out, titled "Deep Magic: Advanced Magic Card Strategies". Yes, 240

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Card Collector

NET CHAT

pages of advanced strategies. Memorize them and then beat your friends! Also watch for a How-to M:TC guide for release in August from Chessex Manufacturing, penned by our own advisor, John Corradin!

From Gamesmiths, in July, comes Throwing Stones, the first collectible dice game. It comes in Starter packs of 8 stones each. The rulebook is sold separately. Throwing Stones will beat TSR's highly anticipated Dragon Dice game to the market, which is coming in early August (a GenCon release?). So the count is officially at two...we want more!

From Companion Games comes three new expansions for Galactic Empires. They are 152 card sets and feature new graphics. The first, Powers of the Mind will be released at Origins. The second, Time Gates, will be out for GenCon. These look to be even better than the recent New Empires expansion. The third expansion is coming in November: Advanced Technologies.

Overseas Report

As the last issue went to print, Future Promises made a decision to postpone the final production stages of the Spirit Of The Pharaoh collectible card game, due to events overseas. They will now launch the card game in the US around Christmas 1995/early Spring 1996 which allows them to concentrate on fine-tuning the game. Watch for news on

a special video presentation at GENCON '95.

Kabal is a French CCG from Multisim based on their Nephilim RPG. I saw these cards in Paris in a game store window...they

were sold out and wouldn't even give us one to print here! Divine Intervention has recently been released in France, by Halloween Concepts, it is based on the In Nomine world. Over land... the latest edition of INWO has been produced by the German

Manufacturer, Pegasus... The cards are completely legal for US play and the US special cards are replaced by German characters of note.

Foreign CCG publications: The Spanish Urza col-



lectible card game Mag's latest

release, resembles a B/W version of something similar to Tomart's photo guide. Ringbote (Das Magazin fur Phantastik und Trading Cards) is a CCG magazine which is published in Germany. Lotus Noir is Le Magazine des Jeux de Cartes a Collectionner published in France, by the manufacturers of Intervention Divine. Dosedediez is out of Madrid and is an RPG magazine with good coverage of CCGs. There is also an Austrian publication which has recently come in the mail. It is solid in coverage,

msn.

even if it doesn't have color and slick paper.

MSN, the Microsoft Network, launching at the end of August, will feature an area known as Collector's Direct Network (CDN). In it is a folder for Collectible Card Games and Scribe is directing it. Wizards of the Coast has already agreed to have a room there. Auctions and mail order will also be supported. Manufacturers wishing a presence should contact Scribe magazine.

May 15, 1995

FOR IMMEDIATE RELEASE:

Scribe, Inc. is pleased to announce their plan to launch SCRIBE & SCRIBE UNIVERSITY with the Microsoft Network (MSN) in cooperation with Collector's Direct Network (CDN) within the next few weeks. SCRIBE ONLINE is the electronic version of SCRIBE MAGAZINE and will include new categories of coverage for collectible card games, and frequent updates to the Official SCRIBE PRICE GUIDES.

In coordination with the top manufacturers in the field, SCRIBE UNIVERSITY will feature online courses and seminars on various aspects of collectible card games. The collectible card game forum will also feature a retail mall and various discussion and support groups for all of the games.

SCRIBE ONLINE is scheduled to be running in full form by August 1995. Development is currently underway for SCRIBE UNIVERSITY during the Beta test

SCRIBE ONLINE

for MSN. SCRIBE UNIVERSITY is an innovative project which is part of the SCRIBE ONLINE presence. SCRIBE UNIVERSITY features courses on Collectible Card Game theory, deck building, history, statistics, design and introductory courses for the beginner, taught by the top game designers and professionals in the industry. Classes will be structured much like University classes, with lectures and tutorials - and, of course, term papers and exams.

Diplomas and Certificates will be awarded by SCRIBE UNIVERSITY for good grades and completed courses. You'll be able to use your honed skills in your next local tournament.

Classes will begin in September 1995. Watch for pre-registration, opening in August. An online course catalog will be available for download. Note: The classes are small, so students have a good chance of interacting with their instructors, therefore, class size will be limited.

For more information email
scribe@msn.com

RUMOR MILL

In licensing news, among the many licenses being snapped up by companies eager to enter the CCG market, Aliens vs. Predator recently went to HarperCollins. We have not yet heard who will be designing the game.

GRIDIRON

Sports games may very well be the next incarnation of the CCG. With Precedence teaming up with Upper Deck for its October GRIDIRON release, the competition will have a rough time beating their launch, however, Skybox and Fleer are rumored to have games in the works.

Games based on comics are everywhere... and since Marvel/Fleer's OverPower will launch in August, don't expect the competition to be far behind....

More than one M:TC artist is rumored to be working on games for release in early 1996. More on them in future issues...

The Internet is buzzing with the coming of Ice Age. A complete list of the cards in the set was available right after the release and a spoiler list for the Ice Age cards followed shortly thereafter. The Ice Age artwork has been very well received.

The main concern of most players is a lack of product available for Ice Age and 4th Edition M:TC. Current prices on the Internet for Ice Age range from \$60/box for Starters or \$62/box for Boosters, to above retail prices - when you can find a dealer with boxes in stock. Some dealers are already back-ordered until August.

There will be an increase in prices for all M:TC products sometime in September. WotC has not confirmed this, but some distributors have. Steve Jackson Games has already announced a price increase in September due to increasing paper costs. Prices will increase \$1 for a Starter and 50 cents for a Booster pack.

Some of the high demand cards from Ice Age are the Jester's Cap and the Jester's Mask. There have been reports of these cards selling for up to \$25 both off and on the Internet, so trading for these cards can be costly. As more Ice Age appears, the Cap and Mask will be easier to come by and there are rumors that both Jester cards will soon be restricted. Some of the other popular cards in Ice Age are: Lhurgoyf, Crown of the Ages, Ice Cauldron, Icy Manipulator, Icequake, Polar Kraken, Zur's Weirder, and Wings of Aesthir. The lack of Starters has actually led to the 'snow covered' basic Lands being in demand by players as well as collectors.

From the world of other CCGs: Discussions of all the other card games (except Jyhad) can be found on the usenet news group: rec.games.trading-card.msc

This is the group where people can ask any questions concerning rules or game play/strategy. Internet representatives from the various card game companies are online to help you.

Right now, there is a lot of traffic concerning INWO and Rage and updated Rage information has been posted. There were comments that said the Rage rulebook was hard to understand. Rule clarifications for Galactic Empires and New Empires have been recently posted by John Hammer (the Net Rep for Companion Games).

Discussion on SimCity has taken off! SimCity Q&A and FAQ have been posted and the SimCity Net Rep has been busy.

Card combinations and strategies are being posted for ST:TCG and an updated FAQ and Q&A was posted for On The Edge. Ultimate Combat! discussions have also started to appear.

The other Usenet News group to read is: rec.games.trading-cards.announce. Official information concerning any CCG can be found as information is released from the various companies.

Cheers from CyberAbyss,
Craig Janssen
Feel free to send me email at
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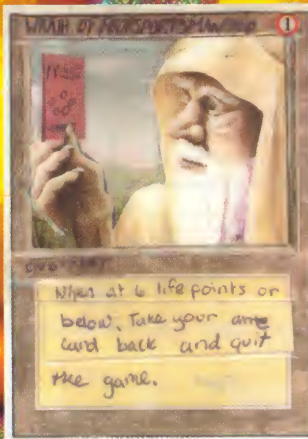
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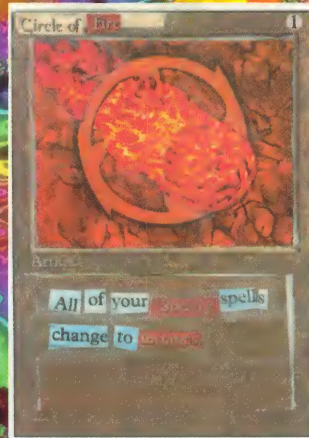
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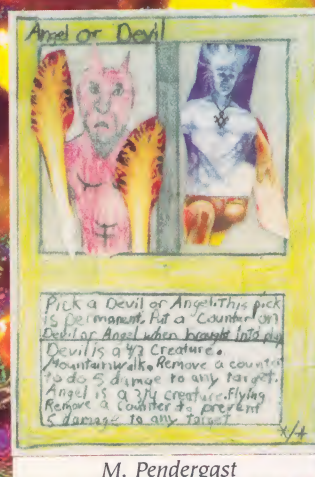
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(The next prize is a box of ICE AGE™ so get out that glue pot!)

This issue E. OHLSRUUD & T. SOUTHLARD won a whole box of Magic:™ 4th Edition Boosters! (Winners will be notified by Mail.)

DREAM CARD MAKERS NOTES:

Please don't use copyrighted images from other games or publications in your dream cards. We received all kinds of great *Dream Cards* we couldn't print... from *The Little Mermaid* to *Beavis & Butthead* (and the great *Ren & Stimpy*). Also keep in mind SCRYE has a wide audience... X-Rated *Dream Cards* certainly make us smile, but they won't put you in the winner's circle. For example if you cut-up Magic Cards, design your dream card out of only Magic™ images - Don't paste art from other card sets or from other places onto Magic™ cards. If you use glue to paste bits of cards together, you may want to check that the glue holds fast before you send the card in. The other alternative is to tape down the parts you stick on... envelopes of tiny little pieces are sometimes too puzzling for us to put back together!

All Dream Cards sent in the mail to us become the property of SCRYE, Inc.

Our staff will, however, make a concerted effort to return a card you can't part with, if you send us a SASE with your card submission.



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DECK TO DECK

Rules Moderator: Paul Waterman

This deck contains mostly common cards and is pretty easy to collect. I spent \$20 and got all the cards in the deck, plus more. No joke:

4 **Craw Wurms**
2 **Giant Growths**
2 **Streams of Life**
2 **War Mammoths**
10 **Green Mana**
4 **Regenerations**
1 **Leviathan**
3 **Mind Bombs**
1 **Creature Bond**
1 **Apprentice Wizard**
7 **Blue Mana**
4 of each **CoP: color**
2 **CoP: Artifact**
2 **Mesa Pegasi**
1 **Wrath of God**
4 **Healing Salves**
2 **Walls of Swords**
4 **Holy Armors**
2 of each **Ward**
2 **Holy Strength**
10 **White Mana**
1 **Tourach's Chant**
4 **Howls from Beyond**
1 **Dark Ritual**
7 **Black Mana**
4 **Shatters**
2 **Hill Giants**
2 **Fire Elementals**
2 **Disintegrates**
2 **Bird Maidens**
7 **Red Mana**
2 **Lightning Bolts**
1 **Black Vise**
1 **Library of Leng**
1 **Glasses of Urza**
2 **Clay Statues**

Dear Scrye:

Cool mag. I especially like that you print the deck designs people send in to you. I've noticed that most of these decks are low cost and beginner's decks, but the people should learn to be more creative with their decks. Here are a couple of examples of relatively low cost decks that are truly fun to play:

WEENIE WHITE DECK

2 **Orders of Leitbur**

3 **Disenchants**
2 **Holy Lights**
2 **Swords to Plowshares**
2 **Northern Paladin**
2 **Osai Vultures**
4 **Angelic Voices**
1 **Island of Wak-Wak**
2 **Divine Transformations**
1 **Mox Pearl - (very optional)**
1 **Jihad**
1 **Hand of Justice**
1 **Abu Jafar**
1 **Alchor's Tomb**
4 **Savannah Lions**
4 **Thunder Spirits**
1 **Feldon's Cane**
2 **Mesa Pegasi**
2 **Serra Angels**
1 **Spirit Link**
1 **Army of Allah**
1 **Dancing Scimitar**
1 **Moat (cheap card)**
1 **Sol Ring**
16 **Plains**
4 **Mishra's Factories**
2 **Strip Mines**
1 **Maze of Ith**

PAUL'S FIRE AND ICE:

4 **Goblin Balloon Brigades**
4 **Black Vises**
2 **Fountains of Youth**
1 **Vesuvan Doppelganger**
4 **Counterspells**
4 **Clones**
2 **Disintegrates**
2 **Fireballs**
2 **Powersinks**
4 **Lightning Bolts**
1 **Reverberation**
1 **Phantom Monster**
2 **Flying Men**
3 **Dragon Welps**
3 **Rocs of Kher Ridges**
1 **Zephyr Falcon**
1 **Sol Ring**
1 **Control Magic**
1 **Boomerang**
2 **Mahamoti Djinn**
1 **Fissure**
2 **Dancing Scimitars**
1 **Goblin Grenade**
2 **Svyelunite Temples**
6 **Islands**
8 **Mountains**
4 **Volcanic Mountains**

2 Dwarven Ruins

1 Desert

1 Maze of Ith

P. Jones

New Bloomington, OH

Here's a quasi-mono black deck. It has no name. It doesn't always win. It is Type I tournament legal. Not Type II. Type I.

CREATURES:

1 **Nether Shadow**
1 **Order of the Ebon Hand**
1 **Will o' the Wisp**
1 **Fallen Angel**
1 **Nightmare**
2 **Basal Thrulls**
4 **Hypnotic Specters**
4 **Sengir Vampires**

SPELLS:

1 **Demonic Tutor**
2 **Soul Exchanges**
2 **Sacrifices**
2 **Howls from Beyond**
2 **Bad Moons**
2 **Drain Lives**
2 **Terrors**
4 **Unholy Strengths**
4 **Raise Dead**
4 **Animate Dead**
4 **Dark Rituals**

LAND:

2 **Scrublands**
19 **Swamps**

SIDEBOARD:

1 **Nettling Imp**
1 **Wall of Shadows**
2 **Terrors**
2 **Disenchants**
2 **Pestilences**
2 **Vampire Bats**
2 **Darknesses**
3 **Simulacrum**

Obviously, the purpose of this deck is to get creatures out fast, and not to worry about keeping them out. If they get killed, no big deal, bring them back. The Scrublands are actually in the deck so that you won't have to bring in four cards to bring in the two Disenchants (if you know you're going to play against someone with

Karma, etc.). The Darknesses and Pestilences in the sideboard are to rotate in against weenie decks. The Wall of Shadows is in case your opponent keeps getting out big Trample creatures in the first couple of duels. The Vampire Bats are in case you end up needing more creatures (i.e. Your opponent never kills your creatures, so all the Raises and Animates just sit in your hand). The Imp is in case you get up against some newbie who's afraid to attack, or in a multi-player game where everyone is defensive. The Simulacrum will hopefully keep you alive against a direct damage deck a little longer.

Once you get the hang of playing with a deck like this, it's really fun. Remember - you have tons of ways of getting creatures back from the grave, so don't be stingy about sacrificing them.

F. Jones

Glendale Heights, IL

... And from the Rules Nether-Person, here's a fun little Thallid deck that'll show you what those Sapolings can do...

LAND:

1 **Diamond Valley**
5 **Forests**
1 **Karakas**
1 **Library of Alexandria**
1 **Pendelhaven**
2 **Plains**
4 **Savannahs**
4 **Scrublands**

ARTIFACTS:

3 **Life Chisels**
1 **Sol Ring**
4 **Soul Nets**

MULTICOLORED:

1 **Torsten Von Ursus**

BLACK:

1 **Demonic Tutor**

GREEN:

1 **Birds of Paradise**
1 **Elvish Farmer**
1 **Fungal Bloom**
4 **Llanowar Elves**
1 **Regrowth**
4 **Thallids**
4 **Thallid Devourers**
4 **Thelonite Druids**
2 **Whirling Dervishes**

WHITE:

2 **Armies of Allah**
4 **Castles**
4 **Disenchants**
2 **Morales**

The basic premise of this deck is to build up Sapolings using the Thallids and Thallid Devourers until you can swarm your opponent with so many creatures she can't block them all.

A judicious Army of Allah and/or Morale or two will make the damage from the unblocked attackers lethal. In the meantime, get out those Castles so that your Sapolings are unbeatable blockers (your opponent will hate having his Force of Nature stopped by a Sapoling).

Use the Life Chisels and Soul Nets to gain up to 13 life from a single Sapoling (toughness of nine with four castles plus four Soul Nets when you sacrifice it to the Life Chisel). The rest of the deck is flavor and can be altered to suit your taste.

Have a favorite deck? Why not share it with us and other readers... Send your deck construction to: SCRYE, INC. 30617 US HWY 19N. STE. 700 Palm Harbor, FL 34684 Attention: DTD



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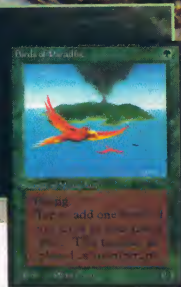
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HOW TO USE THE SCRYE PRICE GUIDE



SCRYE is one of the most accurate and current sources of Game Card prices. This price guide was designed to address the needs of the novice and avid collector. The prices in the guide have been obtained from regional retail outlets across the country, to give you the most accurate picture of the current market trends, and to supply you with a frame in which your collection can be judged.

ONLY A GUIDE...

SCRYE listings are to be used only as a guide. Prices contained in the card lists do not represent an offer by the staff, regional advisor or support retailer, to buy or sell.

THE NUMBERS

The SCRYE price system is based on quartiles. We give you three figures, not to confuse you but to allow you to see the cards which have wide regional ranges and the cards which are firmly set in a certain range.

QUARTILES

Between 1 and 100 there are 3 quartiles: 25%, 50%, and 75%. The prices in SCRYE show the Upper Quartile (75%) and the Lower Quartile (25%). The SCRYE prices therefore represent the 50% range of prices (from 25% to 75%). 25% of the prices were higher than the High Price and 25% were lower than the Low price. The Median is the true Median of all data collected.

The first column, labeled UPPER, is the upper quartile of the prices that we received. The second column, MEDIAN, is the median price of the card and the third column, LOWER, is the lower quartile of all the prices that we received. The Median is similar to the average but is a better representation of the value because it is less affected by large variations in prices than a simple average would be.

THE PRICES

The Upper and Lower Quartiles give a good indication of the validity of the Median price. A large difference between the quartiles and the Median indicates that there is a considerable variation in

prices that we received. If the Median figure differs greatly from the Upper and Lower Quartile values, then the range of prices nationally was great. If the High and Low Quartiles are very close in price to the median, then the range is very small.

The Arrows denote a change in the Median price from the previous issue.

WHY AREN'T THERE PRICES FOR EVERY SET?

SCRYE uses real data from real stores. If there aren't prices for certain cards in the guides, then we didn't receive sufficient data to list them. What's sufficient? Enough stores selling cards to give us a solid Median price. Only the sets which are being widely sold have any real market value. We don't make up the prices in SCRYE...

CODES FOR MAGIC: THE GATHERING

COLOR

A: Artifact
B: Black
Be: Beige/Colorless
G: Green
Gld: Gold
R: Red
U: Blue
W: White

RARITY

Note: Some sets are only made up of Uncommon and Common cards, in the SCRYE guide, type U1 uncommons are called R and Type C1 Commons are noted as U.

C: Common
U: Uncommon
R: Rare

TYPE

Art: Artifact
ACr: Artifact Creature
C: Continuous
DL: Dual Land
E: Enchantment
EArt: Enchant Artifact
ECr: Enchant Creature
EL: Enchant Land
Ins: Instant
Int: Interrupt
L: Land
Leg: Legends
LL: Legendary Land
M: Mono (Magic)
P: Poly
Sor: Sorcery
Sum: Summon

EXPANSION SYMBOLS

(Found on the right-hand side of

black bordered cards underneath the illustration)

ARABIAN NIGHTS: Scimitar
ANTIQUITIES: Anvil
LEGENDS: Greek Column Top
THE DARK: Crescent Moon
FALLEN EMPIRES: Crown
ICE AGE: Snowflake

The Gathering cards have no symbols. Symbols for expansions are removed when the cards are included in white bordered sets.

CODES FOR JYHAD

RARITY

C: COMMON
U: UNCOMMON
R: RARE
POA: POLITICAL ACTION
V: VAMPIRE
TYPE

AC: ACTION
ACM: ACTION MODIFIER
AL: ALLY
BR: BRUJAH
CA: CATIFF
CO: COMBAT
EQ: EQUIPMENT
GA: GANGREL
JU: JUSTICAR
LOC: LOCATION
MA: MALKAVIAN
MA: MASTER
MLE: MELEE
NO: NOSFERATU
OOT: OUT-OF-TURN
PM: PIMOGEN
PN: PRINCE
PO: POLITICAL
POA: POLITICAL ACTION
RE: RETAINER
REA: REACTION
SK: SKILL
TO: TOREADOR
TR: TREMERE
UQ: UNIQUE
VCL: VEHICLE
VE: VENTRUE
WPN: WEAPON
DESCRIPTION

NOTE: THIS INCLUDES THE SKILLS NEEDED TO USE CERTAIN CARDS, AS WELL AS SKILLS KNOWN BY VARIOUS VAMPIRES. CAPITALIZATION OF ANY OF THE FOLLOWING SKILLS REPRESENTS THE SUPERIOR USE OF THAT ABILITY.

AN: ANIMALISM
AU: AUSPEX
CE: CELERITY
DO: DOMINATE
FO: FORTITUDE
OB: OBFUSCATE
PO: POTENCE
PR: PRESENCE
PT: PROTEAN
TH: THAUMATURGY
Note: Capitalization of any of the above disciplines represents the superior use of that ability.

CODES FOR STAR TREK: THE NEXT GENERATION

Art: Artifact

Dil: Dilemma

Equ: Equipment

Ev: Event

Int: Interrupt

M-Fed: Mission - Federation

M-K/F: Mission - Klg/Fed

M-Klg: Mission - Klingon

M-R/F: Mission - Rom/Fed

M-R/K: Mission - Rom/Klg

M-R/K/F: Mission -

Rom/Klg/Fed

M-Rom: Mission - Romulan

Out: Outpost

P-Fed: Personnel - Federation

P-Klg: Personnel - Klingon

P-NA: Personnel - Non-Aligned

P-Rom: Personnel - Romulan

S-Fed: Ship - Federation

S-Klg: Ship - Klingon

S-NA: Ship - Non-Aligned

S-Rom: Ship - Romulan

GRADING GUIDE

This simplified grading guide gives basic categories for the condition of game cards and applies to all of the Collectible Trading Card Games. SCRYE card prices are based on Near Mint or Mint condition cards.

Note: that most tournament rules only allow playdecks to have cards all in the same condition, so that an obviously played card cannot be easily identified from the rest of the playdeck.

MINT

This is a card that is perfect in every way.

Near Mint

This (probably) unplayed card shows almost no wear and may have a few minor scratches or slight marks on the card's edges. In general, collectors seek only Mint and Near Mint cards.

FINE

This card has obviously been played, but not heavily. It lacks marks that would make it easily identifiable. It definitely has some minor scratches

and/or less than perfect

edges. It will show less than 1/16" depth of white along one or two edges of one face of the card. It may have a minor crease that is only visible close-up.

GOOD

This card has a played look to it. It will have white showing on three or four edges on both faces. This card may also have more than 1/16" depth of white showing on an edge on the back face of the card. It may also be a card that looks like a Near Mint card except that it has one distinguishing wear feature, such as a slight tear, or an easily identifiable crease. It may also have permanent black marks from dirt. It is only acceptable for play if it cannot be easily identified from the other cards of the playdeck.

POOR

Any card in less than Good condition.

MISPRINTS & ERRORS

If a card is, for example, mangled by the factory, such as being irregularly cut or crunched by the flow wrap machine, it often has no value. If a card has a text/icon/art error that is later corrected, it may have a premium value.

AUTOGRAPHED CARDS

So far, an autograph has not lowered a card's value and to some people, increases the card's value. A card autographed by the game's designer is definitely of more value. A card autographed and augmented by the game's designer is even better!

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4.00	4.00	↑	3.00	Animate Artifact	U	EArt	U	3.30	2.50	↓	1.90
5.00	4.00	↑	4.00	Animate Dead	B	EDCr	U	2.80	1.50	↓	1.30
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15.75	14.00	↑	12.25	Aspect of Wolf	G	ECr	R	11.00	10.00	↓	9.00
17.00	15.00	↑	15.00	Bad Moon	B	E	R	11.00	10.00	↓	10.00
37.50	30.00	↑	19.00	Badlands	B/R	DL	R	30.00	25.00	↓	20.00
17.50	14.50	↑	14.00	Balance	W	Sor	R	15.00	10.00	↑	9.00
12.50	5.00	↑	4.30	Basalt Monolith	A	M	U	11.00	7.00	↑	5.50
40.00	35.00	↑	30.00	Bayou	B/G	DL	R	30.00	25.00	↑	20.00
1.80	1.50	↑	1.00	Benalish Hero	W	Sum	C	1.00	1.00	↓	0.50
35.00	30.00	↑	25.50	Berserk	G	Ins	U	30.00	30.00	↓	24.25
35.00	23.50	↑	16.50	Birds of Paradise	G	Sum	R	14.00	13.00	↑	11.50
6.00	6.00	↑	5.00	Black Knight	B	Sum	U	5.00	4.00	↓	3.00
375.00	250.00	↑	250.00	Black Lotus	A	M	R	250.00	225.00	↓	210.00
5.80	5.00	↑	4.30	Black Vise	A	C	U	4.00	4.00	↑	4.00
4.00	3.50	↑	2.00	Black Ward	W	ECr	U	2.30	1.50	↓	1.30
93.75	71.25	↑	60.75	Blaze of Glory	W	Ins	R	60.00	50.00	↑	45.00
19.50	15.50	↑	14.50	Blessing	W	ECr	R	11.50	11.00	↓	8.00
2.00	1.50	↑	1.00	Blue Elemtl Blst	U	Int	C	1.10	0.80	↓	0.50
3.90	2.80	↑	2.00	Blue Ward	W	ECr	U	3.00	2.30	↓	1.40
5.00	5.00	↑	4.00	Bog Wraith	B	Sum	U	3.50	3.00	↓	2.50
30.00	25.00	↑	15.00	Brainrager	U	Sor	R	26.25	18.50	↓	11.00
4.00	4.00	↑	3.00	Burrowing	R	ECr	U	3.00	2.30	↓	1.40
25.00	19.50	↑	12.50	Camouflage	G	Ins	U	18.00	12.50	↓	9.00
5.00	4.00	↑	4.00	Castle	W	E	U	3.30	2.50	↓	1.90
5.00	5.00	↑	4.00	Celestial Prism	A	M	U	4.00	3.00	↓	2.00
6.00	6.00	↑	5.00	Channel	G	Sor	U	4.00	4.00	↑	3.00
136.25	112.50	↑	97.50	Chaos Orb	A	M	R	100.00	77.50	↑	73.75
15.25	11.00	↑	8.80	Chaoslares	R	Int	R	10.00	7.50	↓	4.80
				Cir. of Prot:Black	W	E	C	1.00	1.00	↓	0.50
1.80	1.50	↑	1.00	Cir. of Prot:Blue	W	E	C	1.00	1.00	↓	0.50

MAGIC: THE GATHERING ALPHA/BETA

15.00	15.00	↑	15.00	Farmstead	W	E	R	15.25	10.00	↑	6.50
15.00	15.00	↑	15.00	Fastbond	G	E	R	14.00	10.50	↑	7.80
2.00	2.00	↑	2.00	Fear	B	ECr	C	1.00	1.00	↓	1.00
5.00	4.00	↑	3.00	Feedback	U	EE	U	2.30	1.50	↓	1.30
5.00	4.80	↑	4.10	Fire Elemental	R	Sum	U	4.30	2.80	↓	1.40
2.00	2.00	↑	1.00	Fireball	R	Sor	C	1.30	0.90	↓	0.70
1.90	1.50	↑	1.10	Firebreathing	R	ECr	C	1.00	1.00	↓	0.50
4.00	4.00	↑	3.50	Flashfires	R	Sor	U	3.00	3.00	↓	2.00
1.90	1.30	↑	1.00	Flight	U	ECr	C	1.00	1.00	↓	0.50
2.00	1.80	↑	1.10	Fog	G	Ins	C	1.00	1.00	↓	0.50
92.50	60.00	↑	30.00	Force of Nature	G	Sum	R	21.25	17.50	↓	14.25
158.75	135.00	↑	118.75	Forcefield	A	P	R	117.50	105.00	↑	85.00
1.00	0.50	↓	0.20	Forest Eyes	G	L	C	0.50	0.50	↑	0.30
1.00	0.50	↓	0.20	Forest Path	G	L	C	0.50	0.50	↑	0.30
45.00	35.00	↑	18.00	Forest Rocks	G	L	C	0.50	0.50	↑	0.30
2.00	1.50	↑	1.00	Fork	R	Int	R	30.00	30.00	↑	30.00
20.50	18.50	↑	16.75	Frozen Shade	B	Sum	C	1.00	1.00	↓	0.50
27.50	24.50	↑	23.50	Fungusaur	G	Sum	R	12.50	10.00	↓	7.00
135.00	115.00	↑	95.00	Gaea's Liege	G	Sum	R	17.00	15.00	↓	12.00
2.00	1.50	↑	1.00	Gauntlet of Might	A	C	R	123.75	110.00	↑	100.00
2.00	1.80	↑	1.10	Giant Growth	G	Ins	C	1.00	1.00	↓	0.50
5.00	5.00	↑	4.00	Giant Spider	G	Sum	C	1.00	1.00	↓	0.50
5.00	5.00	↑	4.00	Glasses of Urza	A	M	U	3.00	2.00	↓	1.80
5.00	4.00	↑	4.00	Gloom	B	E	U	2.80	1.50	↓	1.30
5.00	4.00	↑	4.00	Goblin Balloon Br.	R	Sum	U	3.30	2.80	↓	2.10
25.25	21.00	↑	19.75	Goblin King	R	Sum	R	19.00	14.50	↓	10.50
30.00	25.00	↑	23.00	Granite Gargoyle	R	Sum	R	26.25	20.00	↓	12.25
2.00	1.50	↑	1.00	Gray Ogre	R	Sum	C	1.00	1.00	↓	0.50
4.00	4.00	↑	2.00	Green Ward	W	E	U	2.30	1.50	↓	1.30
2.00	2.00	↑	1.30	Grizzly Bears	G	Sum	C	1.00	0.80	↓	0.50

ALPHA

Upper	Median	Lower	Card Name	Color	Type	Rarity	Upper	Median	Lower		
1.80	1.50	↑	1.00	Cir. of Prot:Green	W	E	C	1.00	1.00	0.50	
1.80	1.50	↑	1.00	Cir. of Prot:Red	W	E	C	1.00	1.00	0.50	
1.80	1.50	↑	1.00	Cir. of Prot:White	W	E	C	1.00	1.00	0.50	
15.25	13.50	↑	10.75	Clockwork Beast	A	Cr	R	10.50	8.00	↓	5.50
13.50	10.00	↑	6.50	Clone	U	Sum	U	11.25	5.00	↑	4.00
16.25	15.00	↑	15.00	Cockatrice	G	Sum	R	12.00	11.00	↑	10.00
23.50	17.50	↑	12.50	Consecrate Land	W	EL	U	16.25	13.50	↑	12.25
5.00	4.00	↑	4.00	Conservator	A	M	U	2.50	2.00	↓	1.60
15.00	15.00	↑	15.00	Contract fr. Below	B	Sor	R	12.00	8.00	↑	7.00
5.00	5.00	↑	4.00	Control Magic	U	ECr	U	2.50	2.00	↓	1.50
4.00	4.00	↑	4.00	Conversion	W	E	U	3.30	2.50	↓	1.90
19.00	14.00	↑	8.00	Copper Tablet	A	C	U	17.75	10.50	↑	6.80
30.00	30.00	↑	15.00	Copy Artifact	U	E	R	26.25	18.50	↓	11.00
6.50	6.00	↑	6.00	Counterspell	U	Int	U	7.00	5.00	↑	4.00
2.80	2.00	↑	1.30	Craw Worm	G	Sum	C	2.00	1.30	↑	0.50
2.00	1.50	↑	1.00	Creature Bond	U	ECr	C	1.00	0.80	↓	0.50
17.00	15.50	↑	13.75	Crusade	W	E	R	13.00	12.00	↑	11.50
5.00	4.00	↑	4.00	Crystal Rod	A	P	U	2.00	1.00	↓	1.00
4.00	4.00	↑	4.00	Cursed Land	B	EL	U	2.30	1.50	↓	1.30
140.00	110.00	↑	95.00	Cyclopean Tomb	A	M	R	80.00	75.00	↓	50.00
2.00	2.00	↑	1.00	Dark Ritual	B	Int	C	1.00	0.80	↓	0.50
15.00	14.00	↑	12.00	Darkpact	B	Sor	R	12.00	11.00	↑	8.00
2.00	2.00	↑	1.30	Death Ward	W	Ins	C	1.00	1.00	↓	0.50
5.00	5.00	↑	4.30	Deathgrip	B	E	U	3.30	3.00	↓	2.80
12.75	11.00	↑	8.80	Deathlace	B	Int	R	8.50	6.50	↑	4.80
15.00	15.00	↑	11.25	Demonic Attorney	B	Sor	R	17.75	10.00	↑	7.00
40.00	35.00	↑	32.00	Demonic Hordes	B	Sum	R	31.25	27.50	↑	21.75
14.75	8.00	↑	5.00	Demonic Tutor	B	Sor	U	13.00	6.00	↑	4.00
15.75	14.00	↑	11.50	Dingus Egg	A	C	R	8.00	5.00	↓	4.50
2.00	2.00	↑	2.00	Disenchant	W	Ins	C	1.60	1.30	↑	0.90
2.00	1.50	↓	1.00	Disintegrate	R	Sor	C	0.90	0.80	↓	0.70
14.75	12.00	↑	10.00	Disrupting Scepter	A	M	R	9.00	8.00	↓	6.00
6.80	6.00	↑	5.30	Dragon Whelp	R	Sum	U	4.80	4.00	↓	3.50
2.00	2.00	↑	1.00	Drain Life	B	Sor	C	1.00	1.00	↑	0.50
14.25	13.00	↑	10.25	Drain Power	U	Sor	R	11.50	11.00	↑	8.00
2.00	2.00	↑	1.00	Drudge Skeletons	B	Sum	C	1.00	1.00	↓	0.50
22.50	12.00	↑	11.00	Dwrvn Demo Tm	R	Sum	U	15.75	13.00	↑	9.80
2.00	2.00	↑	1.00	Dwarven Warriors	R	Sum	C	1.10	0.80	↓	0.50
4.00	4.00	↑	4.00	Earth Elemental	R	Sum	U	3.00	2.30	↓	1.40
2.90	2.30	↑	1.30	Earthbind	R	ECr	C	1.90	1.50	↑	1.10
13.50	13.00	↑	11.50	Earthquake	R	Sor	R	8.50	7.00	↓	6.50
25.25	20.50	↑	15.75	Elvish Archers	G	Sum	R	10.00	9.00	↓	7.50
4.00	4.00	↑	3.00	Evil Presence	B	EL	U	3.00	3.00	↓	2.00
13.75	8.00	↑	5.30	False Orders	R	Ins	C	10.00	5.00	↓	4.00

ALPHA

Upper	Median	Lower	Card Name	Color	Type	Rarity	Upper	Median	Lower		
4.00	2.00	↑	1.30	Guardian Angel	W	Ins	C	2.00	1.00	1.00	
1.90	1.30	↓	1.00	Healing Salve	W	Ins	C	1.00	1.00	0.50	
15.00	14.00	↑	11.50	Helm of Chatzruk	A	M	R	10.50	10.00	7.00	
2.00	1.50	↑	1.00	Hill Giant	R	Sum	C	1.00	1.00	0.50	
2.00	1.80	↑	1.10	Holy Armor	W	ECr	C	1.00	1.00	0.50	
2.00	1.80	↑	1.10	Holy Strength	W	ECr	C	1.00	1.00	0.50	
2.00	1.50	↑	1.00	Howl from Beyond	B	Ins	C	0.80	0.50	↓	0.40
16.00	15.00	↑	15.00	Howling Mine	A	C	R	16.50	13.00	↑	9.50
1.90	1.50	↑	1.10	Hurloon Minotaur	R	Sum	C	1.00	1.00	0.50	
4.00	4.00	4.00	Hurricane	G	Sor	U	3.30	2.50	↓	1.90	
5.00	5.00	↓	5.00	Hypnotic Specter	B	Sum	U	4.00	4.00	3.80	
25.00	25.00	↑	25.00	Ice Storm	G	Sor	U	20.00	19.00	↑	15.75
108.75	92.50	↑	82.50	Icy Manipulator	A	M	U	77.50	69.00	↑	57.50
78.75	75.00	↑	63.75	Illusionary Mask	A	P	R	63.75	52.50	↑	41.25
5.30	5.00	4.50	Instill Energy	G	ECr	U	3.50	3.00	2.50		
12.75	10.50	↑	8.00	Invisibility	U	ECr	C	10.75	7.00	↑	5.50
4.00	4.00	↑	4.00	Iron Star	A	P	U	2.30	1.50	↓	1.30
5.50	5.00	↑	2.50	Ironclaw Orcs	R	Sum	C	3.80	2.50	↓	1.30
2.00	1.50	↑	1.00	Ironroot Treefolk	G	Sum	C	1.00	1.00	0.50	
1.00	0.50	↓	0.20	Island Blue	U	L	C	0.50	0.30	↓	0.20
1.00	0.80	0.30	Island Golden	U	L	C	0.50	0.40	↑	0.20	
			Island Red	U	L	C	0.50	0.40	↑	0.20	
31.25	22.50	↑	13.00	Island Sanctuary	W	E	R	8.50	6.00	↑	3.10
4.00	4.00	↑	4.00	Ivory Cup	A	P	U	2.00	1.00	↓	1.00
16.00	12.25	↑	9.60	Jade Monolith	A	P	R	8.00	6.00	↑	4.00
20.00	18.00	↑	18.00	Jade Statue	A	M	U	16.25	15.00	↑	13.50
15.00	13.00	↑	13.00	Jayemdae Tome	A	M	R	9.50	9.00	↑	5.50
12.25	7.50	↑	3.50	Juggernaut	A	ACr	U	10.00	7.50	↑	5.00
2.00	1.50	↑	1.00	Jump	U	Ins	C	1.00	1.00	0.50	
6.00	5.50	4.30	Karma	W	E	U	2.50	2.00	↓	2.00	
6.00	6.00	5.00	Keldon Warlord	R	Sum	U	4.00	2.00	↓	1.90	
15.75	12.75	↑	9.60	Kormus Bell	A	C	R	12.50	11.00	↑	7.50
17.00	15.00	↑	15.00	Kudzu	G	EL	R	12.75	9.50	↑	5.80
7.50	5.50	↑	4.30	Lance	W	ECr	U	5.00	2.50	↓	2.00
4.00	4.00	↑	3.50	Ley Druid	G	Sum	U	3.30	2.00	↓	1.00
5.00	5.00	↑	4.00	Library of Leng	A	C	U	2.80	1.50	↓	1.30
93.75	75.00	71.25	Lich	B	E	R	80.00	62.50	↑	57.50	
4.00	4.00	↑	3.50	Lifeforce	G	E	U	3.00	3.00	2.00	
12.75	11.00	↑	8.80	Lifelace	G	Int	R	8.50	7.00	5.00	
4.00	4.00	4.00	Lifetap	U	E	U	2.30	1.50	↓	1.30	
2.00	2.00	↑	1.00	Lightning Bolt	R	Ins	C	1.10	0.90	0.70	
14.75	12.50	↑	10.50	Living Artifact	G	EArt	R	8.50	7.00	↓	5.50
16.25	14.00	↑	11.25	Living Lands	G	EL	R	10.00	10.00	↑	7.00
9.80	7.00	↑	4.30	Living Wall	A	ACr	U	9.10	7.50	↑	6.10

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20.25	17.00		16.50	Lord of Atlantis	U	Sum	R	15.00	12.00	12.00	
32.50	27.50	↑	23.75	Lord of the Pit	B	Sum	R	25.00	15.00	↓	12.00
5.00	5.00		5.00	Lure	G	ECr	U	4.00	3.50	↓	2.50
16.25	14.50	↑	14.00	Magical Hack	U	Int	R	11.00	11.00	↑	8.50
21.25	19.50	↑	16.75	Mahamoti Djinn	U	Sum	R	16.00	12.00	12.00	
15.00	13.50	↑	12.25	Mana Flare	R	E	R	11.00	10.00		7.50
27.50	20.00	↑	13.25	Mana Short	U	Ins	R	12.75	11.00	↑	8.80
14.75	12.00	↑	10.00	Mana Vault	A	M	R	10.00	8.50	↓	6.80
12.75	11.00	↑	9.50	Manabarbs	R	E	R	11.00	10.00	↑	7.00
18.75	14.25	↑	11.75	Meekstone	A	C	R	8.80	7.50	↓	6.30
2.00	1.50	↑	1.00	Merfolk of Prl Tr	U	Sum	C	1.00	0.80	↓	0.50
2.00	1.80	↑	1.10	Mesa Pegasus	W	Sum	C	1.30	0.80	↓	0.50
16.25	14.00	↑	12.00	Mind Twist	B	Sor	R	12.50	12.00	↑	9.00
1.90	1.30	↑	1.00	Mons's Goblin Rdrs	R	Sum	C	1.00	1.00		0.50
0.90	0.40	↓	0.20	Mountain Blue	R	L	C	0.50	0.50	↑	0.30
0.90	0.40	↓	0.20	Mountain Brown R	R	L	C	0.50	0.50	↑	0.30
				Mountain Grn Sky	R	L	C	0.50	0.50	↑	0.30
185.00	165.00	↑	150.00	Mox Emerald	A	M	R	163.75	135.00	↑	107.50
185.00	165.00	↑	150.00	Mox Jet	A	M	R	163.75	135.00	↑	107.50
185.00	165.00	↑	150.00	Mox Pearl	A	M	R	163.75	135.00	↑	107.50
180.00	150.00	↑	150.00	Mox Ruby	A	M	R	163.75	135.00	↑	107.50
190.00	150.00	↑	150.00	Mox Sapphire	A	M	R	171.25	135.00	↑	107.50
65.00	60.00	↑	60.00	Natural Selection	G	Ins	R	45.00	34.00	↓	30.00
14.25	12.25	↑	10.75	Nether Shadow	B	Sum	R	12.00	9.50	↑	6.80
7.40	6.00	↑	4.30	Nettling Imp	B	Sum	U	7.50	3.80	↑	2.40
17.50	14.00	↑	11.00	Nevinyrral's Disk	A	M	R	15.00	12.00	↑	9.00
38.75	32.50	↑	29.75	Nightmare	B	Sum	R	30.00	20.00	↓	17.00

ALPHA

BETA

Upper	Median	Lower	Card Name	Color	Type	Rarity	Upper	Median	Lower
22.00	20.50	18.75	Northern Paladin	W	Sum	R	15.00	14.00	12.00
5.00	5.00	4.00	Obsidian Golem	A	ACr	U	3.30	2.50	1.90
15.00	10.00	5.00	Orcish Artillery	R	Sum	U	3.00	2.50	2.00
50.00	17.00	5.00	Orcish Oriflamme	R	E	U	4.00	3.00	3.00
2.00	1.50	1.00	Paralyze	B	ECr	C	1.00	0.80	0.50
2.00	1.50	1.00	Pearled Unicorn	W	Sum	C	1.00	0.80	0.50
20.00	18.00	16.00	Personal Incarntrn	W	Sum	R	14.50	14.00	10.00
2.00	1.80	1.10	Pestilence	B	E	C	1.00	0.80	0.50
5.00	4.00	4.00	Phantasmal Forces	U	Sum	U	2.50	2.00	1.80
2.00	1.80	1.10	Phantasmal Terrn	U	Sum	C	1.10	0.80	0.50
4.80	4.00	4.00	Phantom Monster	U	Sum	U	2.50	2.00	1.80
14.25	12.50	10.75	Pirate Ship	U	Sum	R	9.00	8.00	6.00
2.00	1.50	1.00	Plague Rats	B	Sum	C	1.00	0.90	0.60
1.00	1.00	0.80	Plains No Trees	W	L	C	0.50	0.40	0.20
			Plains Pk Horizon	W	L	C	0.50	0.40	0.20
			Plains Trees	W	L	C	0.50	0.40	0.20
40.00	40.00	30.00	Plateau	R/W	DL	R	30.00	25.00	20.00
2.00	1.50	1.00	Power Leak	U	EE	C	1.00	1.00	0.50
2.00	1.50	1.00	Power Sink	U	Int	C	1.00	0.80	0.50
14.75	12.75	11.25	Power Surge	R	E	R	9.00	8.00	6.50
2.80	2.00	1.30	Prodigal Sorcerer	U	Sum	C	2.00	1.30	0.60
23.50	18.50	13.50	Psionic Blast	U	Ins	U	21.00	14.00	8.50
2.00	2.00	1.00	Psychic Venom	U	EL	C	1.00	0.80	0.50
15.25	11.25	9.10	Purelace	W	Int	R	9.30	7.00	4.50
90.00	66.25	59.50	Raging River	R	E	R	52.50	45.00	40.00
2.00	1.50	1.00	Raise Dead	B	Sor	C	1.00	1.00	0.50
2.00	1.80	1.10	Red Elemental Bl	R	Ins	C	1.00	1.00	0.50
3.90	3.30	2.30	Red Ward	W	ECr	U	2.30	1.50	1.30
2.00	1.80	1.10	Regeneration	G	ECr	C	1.00	1.00	0.50
11.25	5.50	3.50	Regrowth	G	Sor	U	11.25	6.50	2.40
11.75	6.30	4.30	Resurrection	W	Sor	U	11.25	7.00	3.50
18.50	16.00	11.75	Reverse Damage	W	Ins	R	13.50	11.50	9.00
17.75	16.00	13.75	Righteousness	W	Ins	R	11.00	10.00	8.00
30.00	19.00	15.00	Roc of Kher Rdgs	R	Sum	R	25.00	10.00	8.00
50.00	35.00	30.00	Rock Hydra	R	Sum	R	32.50	22.50	14.25
5.00	5.00	4.30	Rod of Ruin	A	M	U	4.00	3.00	1.50
31.25	30.00	29.75	Royal Assassin	B	Sum	R	25.00	20.00	20.00
6.10	5.00	3.50	Sacrifice	B	Int	U	7.00	3.00	1.50
2.00	1.50	1.00	Samite Healer	W	Sum	C	1.00	1.00	0.50
40.00	35.00	30.00	Savannah	G/W	DL	R	30.00	27.50	23.75
16.50	12.00	10.50	Savannah Lions	W	Sum	R	10.25	8.80	6.60
2.00	1.50	1.00	Scathe Zombies	B	Sum	C	1.00	1.00	0.50
4.80	4.00	4.00	Scavenging Ghoul	B	Sum	U	3.30	2.30	1.40
40.00	35.00	30.00	Scrubland	B/W	DL	R	30.00	25.00	20.00
2.00	1.80	1.10	Scryb Sprites	G	Sum	C	1.00	0.80	0.40

2.00	1.50	1.00	Sea Serpent	U	Sum	C	1.00	0.80	0.50
27.50	21.50	15.50	Sedge Troll	R	Sum	R	16.50	8.00	7.00
10.00	10.00	9.00	Sengir Vampire	B	Sum	U	5.00	4.00	4.00
15.00	10.00	10.00	Serra Angel	W	Sum	U	11.00	10.00	8.00
1.90	1.30	1.00	Shanodin Dryads	G	Sum	C	1.00	0.80	0.40
2.00	1.50	1.00	Shatter	R	Ins	C	1.10	0.80	0.50
58.75	47.50	41.25	Shivan Dragon	R	Sum	R	36.25	28.50	21.50
4.00	4.00	2.50	Simulacrum	B	Ins	U	2.30	1.50	1.30
17.25	15.00	9.80	Sinkhole	B	Sor	C	14.50	12.50	8.50
4.80	4.00	3.60	Siren's Call	U	Ins	U	2.30	1.50	1.30
17.00	15.50	14.75	Sleight of Mind	U	Int	R	12.00	11.00	8.50
14.25	13.00	11.50	Smoke	R	E	R	8.00	6.00	5.00
14.00	8.00	4.30	Sol Ring	A	M	U	13.00	4.00	4.00
5.00	4.50	4.00	Soul Net	A	P	U	4.00	3.50	2.60
2.00	1.80	1.10	Spell Blast	U	Int	C	1.00	1.00	0.50
14.25	12.00	10.25	Stasis	U	E	R	10.00	10.00	8.00
5.00	5.00	3.00	Steal Artifact	U	EArt	U	3.00	3.00	2.00
4.00	4.00	4.00	Stone Giant	R	Sum	U	3.30	3.00	2.60
2.00	1.80	1.10	Stone Rain	R	Sor	C	1.00	1.00	0.50
1.90	1.30	1.00	Stream of Life	G	Sor	C	1.00	0.50	0.50
17.50	14.00	12.75	Sunglasses o/Urza	A	C	R	10.50	10.00	7.00
1.00	0.80	0.30	Swamp High Br	B	L	C	0.50	0.50	0.30
1.00	0.80	0.30	Swamp Low Br	B	L	C	0.50	0.50	0.30
			Swamp Two Br	B	L	C	0.50	0.50	0.30
4.00	4.00	4.00	Swords to Plwshrs	W	Ins	U	2.50	2.00	1.80
40.00	35.00	30.00	Taiga	G/R	DL	R	30.00	25.00	20.00
2.00	2.00	1.30	Terror	B	Ins	C	1.00	0.90	0.70
19.50	15.25	14.00	The Hive	A	M	R	12.00	9.00	9.00
6.00	5.00	4.00	Thicket Basilisk	G	Sum	U	5.00	4.00	3.00
13.50	12.00	9.50	Thoughtplace	U	Int	R	9.30	7.00	4.30
4.00	4.00	4.00	Throne of Bone	A	P	U	3.00	2.00	1.00
13.50	13.00	11.50	Timber Wolves	G	Sum	R	8.50	7.00	5.50
105.00	90.00	87.50	Time Vault	A	M	R	65.00	50.00	45.00

ALPHA

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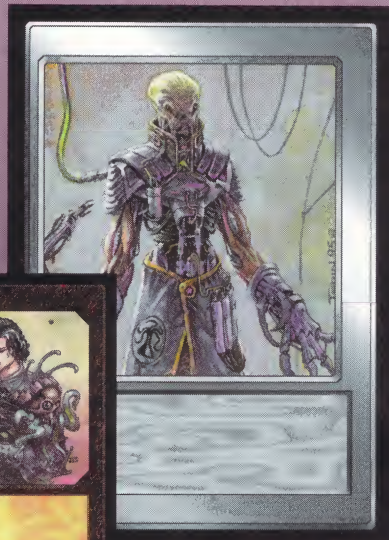
Upper	Median	Lower	Card Name	Color	Type	Rarity	Upper	Median	Lower
172.50	160.00	↑ 137.50	Time Walk	U	Sor	R	140.00	100.00	↑ 90.00
109.00	105.00	↑ 100.00	Timetwister	U	Sor	R	105.00	80.00	↑ 72.50
2.00	1.50	↑ 1.00	Tranquility	G	Sor	C	1.00	0.80	↓ 0.50
40.00	40.00	↑ 30.00	Tropical Island	U/G	DL	R	30.00	25.00	↑ 20.00
4.80	4.00	4.00	Tsunami	G	Sor	U	3.00	2.50	↓ 1.90
40.00	35.00	↑ 30.00	Tundra	U/W	DL	R	30.00	27.50	↑ 23.75
4.00	4.00	3.00	Tunnel	R	Ins	U	2.30	1.50	↓ 1.30
12.50	11.00	↑ 10.00	Twiddle	U	Ins	C	8.50	4.50	↓ 2.80
105.00	100.00	↑ 96.25	Two-Headed Giant	R	Sum	R	72.75	50.00	↑ 48.00
46.75	37.50	↑ 31.25	Underground Sea	B/U	DL	R	30.00	25.00	↑ 20.00
2.00	2.00	↑ 1.30	Unholy Strength	B	ECr	C	1.50	0.90	↓ 0.70
2.00	1.50	↓ 1.00	Unsummon	U	Ins	C	1.00	1.00	0.50
5.00	5.00	5.00	Uthden Troll	R	Sum	U	4.00	4.00	↑ 3.00
15.25	14.00	↑ 12.25	Verduran Enchntrs	G	Sum	R	9.00	6.00	↓ 5.00
40.00	40.00	↑ 35.00	Vesuvan Doplgngr	U	Sum	R	35.00	30.00	↑ 22.50
26.25	25.00	↑ 23.75	Veteran Bdygrud	W	Sum	R	23.50	22.00	↑ 15.00
19.50	16.00	↑ 15.75	Volcanic Eruption	U	Sor	R	19.00	18.00	↑ 15.00
			Volcanic Island	U/R	DL	R	31.25	30.00	↑ 27.50
5.00	5.00	5.00	Wall of Air	U	Sum	U	3.50	2.30	↓ 1.40
5.00	5.00	↑ 4.00	Wall of Bone	B	Sum	U	4.00	2.80	↓ 1.40
4.00	4.00	↑ 4.00	Wall of Brambles	G	Sum	U	2.00	1.00	↓ 1.00
4.80	4.00	↑ 4.00	Wall of Fire	R	Sum	U	3.00	2.00	↓ 1.00
4.80	4.00	↑ 4.00	Wall of Ice	G	Sum	U	2.00	1.00	↓ 1.00
4.80	4.00	↑ 3.60	Wall of Stone	R	Sum	U	2.10	1.10	↓ 1.10
5.00	5.00	↑ 4.00	Wall of Swords	W	Sum	U	3.00	2.00	↓ 1.50
4.00	4.00	↑ 4.00	Wall of Water	U	Sum	U	3.00	3.00	1.50
2.00	1.50	↑ 1.00	Wall of Wood	G	Sum	C	1.00	1.00	0.50
5.00	4.00	↑ 3.00	Wanderlust	G	ECr	U	2.30	1.80	↓ 1.40
2.00	1.80	↑ 1.10	War Mammoth	G	Sum	C	2.00	1.00	0.60
14.00	11.00	↑ 9.00	Warp Artifact	B	EArt	R	7.00	5.00	4.00
5.00	4.50	↑ 4.00	Water Elemental	U	Sum	U	3.00	3.00	1.50
2.00	1.50	↑ 1.00	Weakness	B	ECr	C	1.00	1.00	0.50
15.00	14.00	↑ 14.00	Web	G	ECr	R	10.50	8.80	↓ 6.60
30.00	25.00	↑ 20.00	Wheel of Fortune	R	Sor	R	26.25	18.50	↑ 10.25
6.00	5.50	↑ 4.30	White Knight	W	Sum	U	3.50	3.00	2.50
3.30	2.50	↑ 2.00	White Ward	W	ECr	U	3.00	2.30	↑ 1.40
2.00	1.50	↑ 1.00	Wild Growth	G	EL	C	1.00	0.80	↓ 0.50
19.75	17.75	↑ 16.25	Will-O-The-Wisp	B	Sum	R	14.25	11.50	↑ 9.50
15.75	12.00	↑ 10.25	Winter Orb	A	C	R	15.00	10.00	↑ 8.00
4.00	4.00	↑ 3.50	Wooden Sphere	A	P	U	2.00	1.00	↓ 1.00
83.75	74.50	↑ 66.00	Word of Comnd	B	Ins	R	68.75	63.50	↑ 53.00
18.50	16.50	↑ 14.25	Wrath of God	W	Sor	R	10.50	8.00	↓ 7.00
23.25	18.50	↑ 16.00	Zombie Master	B	Sum	R	14.50	14.00	↑ 10.00

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SCRYE PRICE GUIDE



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Ancestral Recall	U	U	Ins	R	75.00	70.00 ↑	65.00
Atoq	R	R	Sum	C	1.00	0.90 ↑	0.50
Badlands	R	B/R	DLnd	R	15.00	12.00 ↑	9.00
Basalt Monolith	R	A	M	U	4.00	4.00 ↑	2.40
Bayou	R	B/G	DLnd	R	15.00	12.00 ↑	8.50
Berserk	U	G	Ins	U	27.50	25.00 ↑	25.00
Black Lotus	U	A	M	R	232.50	215.00 ↑	197.50
Blaze of Glory	U	W	Ins	R	45.00	40.00 ↑	35.00
Braingeyser	R	U	Sor	R	10.00	8.00 ↑	7.00
Camouflage	U	G	Ins	U	11.50	8.00 ↑	6.50
Chaos Orb	U	A	M	R	68.75	67.50 ↑	66.25
Clone	R	U	Sum	U	6.00	5.00 ↑	4.00
Consecrate Land	U	W	EL	U	6.50	5.00 ↓	3.50
Contract fr Below	R	B	Sor	R	6.00	4.00 ↑	3.90
Copper Tablet	U	A	C	U	11.50	8.00 ↑	4.50
Copy Artifact	R	U	E	R	8.50	8.00 ↑	6.80
Cyclopean Tomb	U	A	M	R	47.50	45.00 ↑	42.50
Darkpact	R	B	Sor	R	6.00	4.50 ↑	3.20
Demonic Attorney	R	B	Sor	R	6.00	5.00 ↑	3.80
Demonic Hordes	R	B	Sum	R	12.00	11.00 ↑	10.00
Demonic Tutor	R	B	Sor	U	5.30	4.80 ↑	3.80
Dwarven Demo Tm	U	R	Sum	U	12.50	10.00 ↑	9.00
Dwarven Wpnsmith	R	R	Sum	U	3.00	2.00 ↑	1.00
Earthbind	R	R	ECr	C	1.00	0.60 ↑	0.50
False Orders	U	R	Ins	C	4.00	3.00 ↓	1.60
Farmstead	R	W	ELnd	R	6.00	6.00 ↑	5.00
Fastbond	R	G	E	R	7.00	6.00 ↑	5.80

CARD NAME	SET	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Forcefield	U	A	P	R	92.50	85.00 ↑	77.50
Fork	R	R	Int	R	21.25	17.00 ↑	12.75
Gauntlet of Might	U	A	C	R	107.50	95.00 ↑	82.50
Granite Gargoyle	R	R	Sum	R	12.00	10.00 ↑	7.00
Guardian Angel	R	W	Ins	C	1.00	0.60 ↑	0.50
Ice Storm	U	G	Sor	U	13.75	12.50 ↑	11.25
Icy Manipulator	U	A	M	U	47.50	45.00 ↑	42.50
Illusionary Mask	U	A	P	R	46.25	42.50 ↑	38.75
Invisibility	U	U	ECr	C	5.50	5.00	2.60
Ironclaw Orcs	U	R	Sum	C	2.30	1.60 ↓	0.80
Jade Statue	U	A	M	U	11.00	10.00 ↑	6.00
Jandor's Ring	R	A	M	R	6.30	5.00 ↑	4.00
Juggernaut	R	A	ACr	U	5.00	4.00 ↑	3.00
Kird Ape	R	R	Sum	C	1.00	1.00 ↑	0.50
Kudzu	R	G	ELnd	R	6.00	5.00 ↑	4.00
Lance	R	W	ECr	U	3.30	3.00 ↑	2.00
Lich	U	B	E	R	47.50	45.00 ↑	42.50
Living Wall	R	A	ACr	U	4.30	3.50 ↑	2.60
Mijae Djinn	R	R	Sum	R	8.30	7.00 ↑	4.80

Mox Emerald	U	A	M	R	118.75	112.50 ↑	106.25
Mox Jet	U	A	M	R	118.75	112.50 ↑	106.25
Mox Pearl	U	A	M	R	118.75	112.50 ↑	106.25
Mox Ruby	U	A	M	R	118.75	112.50 ↑	106.25
Mox Sapphire	U	A	M	R	118.75	112.50 ↑	106.25
Natural Selection	U	G	Ins	R	36.25	32.50 ↑	28.75
Nettling Imp	R	B	Sum	U	4.00	3.80 ↑	3.00
Plateau	R	R/W	DLnd	R	15.00	12.00 ↑	9.00
Psionic Blast	U	U	Ins	U	14.25	13.50 ↑	12.75
Raging River	U	R	E	R	51.25	47.50 ↑	43.75
Reconstruction	R	U	Sor	C	1.00	0.60 ↑	0.50
Regrowth	R	G	Sor	U	5.00	4.00 ↑	3.10
Resurrection	R	W	Sor	U	3.30	3.00 ↑	1.90
Reverse Polarity	R	W	Ins	U	3.30	2.90 ↑	1.80
Roc of Kher Ridges	R	R	Sum	R	9.30	8.00 ↑	5.80
Rock Hydra	R	R	Sum	R	15.75	15.00 ↑	12.00
Rocket Launcher	R	A	P	R	7.30	5.50 ↑	4.00
Sacrifice	R	B	Int	U	3.00	2.00 ↑	1.30
Savannah	R	G/W	DLnd	R	15.00	12.00 ↑	8.50
Scrubland	R	B/W	DLnd	R	15.00	12.00 ↑	8.50
Sedge Troll	R	R	Sum	R	8.00	7.50 ↑	6.00
Serendib Efreet	R	U	Sum	R	8.00	7.80 ↑	5.00

CARD NAME	SET	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Shatterstorm	R	R	Sor	U	4.30	4.00 ↑	2.80
Sinkhole	U	B	Sor	C	9.50	9.00 ↑	8.50
Sol Ring	R	A	M	U	6.00	5.00 ↑	4.00
Taiga	R	R/G	DLnd	R	15.00	12.00 ↑	8.50
Time Vault	U	A	M	R	46.25	42.50 ↑	38.75
Time Walk	U	U	Sor	R	97.50	95.00 ↑	92.50
Timetwister	U	U	Sor	R	80.00	80.00 ↑	80.00
Tropical Island	R	U/G	DLnd	R	15.00	12.00 ↑	8.50
Tundra	R	U/W	DLnd	R	15.00	12.00 ↑	8.50
Twiddle	U	U	Ins	C	3.00	2.10 ↓	1.10
Two-Headed Giant	U	R	Sum	R	38.75	37.50 ↑	36.25
Underground Sea	R	B/U	DLnd	R	15.00	12.00 ↑	9.00
Vesuvan Doppelgrngr	R	U	Sum	R	20.00	19.00 ↑	14.75
Veteran Bodyguard	R	W	Sum	R	15.00	12.00 ↑	11.00
Volcanic Eruption	R	U	Sor	R	15.00	12.00 ↑	8.50
Wheel of Fortune	R	R	Sor	R	11.00	9.00 ↑	6.80
Word of Command	U	B	Ins	R	50.00	50.00 ↑	50.00

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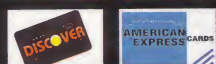
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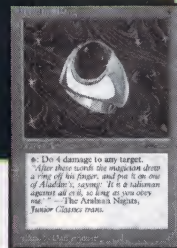
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MAGIC: THE GATHERING 4TH EDITION

Abomination	L	B	Sum	U	3.25	2.50	1.80
Air Elemental		U	Int	U	2.00	1.20	1.00
Alabaster Potion	L	W	Ins	C	0.30	0.10	0.10
Aladdin's Lamp		A	M	R	5.00	4.00	4.00
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Ali Baba	AR	R	Sum	U	3.00	2.50	1.80
Amrou Kithkin	L	W	Sum	C	0.35	0.20	0.10
Amulet of Kroog	A	A	Art	C	0.28	0.20	0.10
Angry Mob	D	W	Sum	U	2.50	2.00	1.50
Animate Artifact		U	EArt	U	1.00	1.00	0.80
Animate Dead		B	ECr	U	1.28	1.00	0.70
Animate Wall		W	EWall	R	3.25	3.00	2.40
Ankh of Mishra		A	C	R	4.00	3.50	3.00
Apprentice Wizard	D	U	Sum	C	0.75	0.50	0.30
Armageddon		W	Sor	R	5.13	5.00	4.50
Armageddon Clock		A	C	R	4.50	4.00	3.00
Aslies to Ashes	D	B	Sor	U	2.00	1.50	0.80
Ashnod's Battle Gear	A	A	M	U	3.00	2.50	1.80
Aspect of Wolf		G	ECr	R	6.00	5.00	4.00
Backfire	L	U	ECr	U	3.25	2.50	1.80
Bad Moon		B	E	R	7.00	6.00	5.00
Balance		W	Sor	R	5.00	4.00	4.00
Ball Lightning	D	R	Sum	R	8.50	8.00	7.00
Battering Ram	A	A	ACr	C	0.63	0.40	0.20
Benalish Hero		W	Sum	C	0.25	0.30	0.10
Bird Maiden	AR	R	Sum	C	0.63	0.40	0.30
Birds of Paradise		G	Sum	R	6.00	6.00	5.00
Black Knight		B	Sum	U	2.00	2.00	2.00
Black Mana Battery	L	A	A	R	8.00	6.50	5.00
Black Vise		A	C	U	2.00	2.00	1.00
Black Ward		W	ECr	U	1.00	0.80	0.50
Blessing		W	ECr	R	6.00	5.00	5.00
Blight	L	B	EL	U	3.00	2.00	1.50
Blood Lust	L	R	Ins	C	1.13	0.50	0.40
Blue Elemental Blast		U	Int	C	0.26	0.30	0.20
Blue Mana Battery	L	A	A	R	8.00	6.50	5.00
Blue Ward		W	ECr	U	1.00	0.60	0.50
Bog Imp	D	B	Sum	C	0.35	0.20	0.10
Bog Wraith		B	Sum	U	2.00	1.60	1.00
Bottle of Suleiman	AN	A	M	R	4.25	3.80	3.00
Brainwash	D	W	ECr	C	0.31	0.20	0.10
Brass Man	A	A	ACr	U	1.00	1.00	0.50
Bronze Tablet	A	A	M	R	7.63	5.80	3.80
Brothers of Fire	D	R	Sum	C	0.63	0.50	0.30
Burrowing		R	ECr	U	1.00	1.00	0.50
Carnivorous Plant	D	G	Sum	C	0.30	0.10	0.10
Carriion Ants	L	B	Sum	U	7.50	5.00	4.00
Castle		W	E	U	1.50	1.00	1.00
Cave People	D	R	Sum	U	2.00	1.80	1.40
Celestial Prism		A	M	U	1.31	1.00	1.00
Channel		G	Sor	U	1.50	1.10	0.90
Chaoslace		R	Int	R	3.00	2.30	1.80
Cir. of Prot. Artifacts	A	W	E	U	4.00	2.00	1.50
Circle of Prot:Black		W	E	C	0.28	0.30	0.20

Earth Elemental		R	Sum	U	1.00	1.00	↑	1.00
Earthquake		R	Sor	R	5.00	4.00	↑	4.00
Ebony Horse		A	M	R	4.19	4.00	↑	3.40
El -Hajjaj		B	Sum	R	4.25	4.00	↑	3.90
Elder Land Wurm	L	W	Sum	R	6.50	6.00		6.00
Elven Riders	L	G	Sum	U	4.50	3.00		2.00
Elvish Archers		G	Sum	R	5.00	4.50	↑	4.00
Energy Flux		U	E	U	1.00	1.00		0.70
Energy Tap	L	U	Sor	C	0.30	0.10		0.10
Erg Raiders		B	Sum	C	0.26	0.30	↓	0.10
Erosion	D	U	ELnd	C	0.63	0.40		0.30
Eternal Warrior	L	R	ECr	C	2.25	0.50		0.30
Evil Presence		B	ELnd	U	1.00	1.00	↑	0.70
Eye for an Eye		W	Ins	R	5.00	4.00	↑	3.00
Fear		B	ECr	C	0.25	0.30		0.20
Feedback		U	EE	U	1.00	1.00	↑	0.50
Fellwar Stone	D	A	Art	U	3.25	2.50		1.80
Fire Elemental		R	Sum	U	1.25	1.00	↑	1.00
Fireball		R	Sor	C	0.50	0.40	↓	0.30
Firebreathing		R	ECr	C	0.26	0.30	↑	0.20
Fissure	D	R	Ins	C	0.75	0.50		0.30
Flashfires		R	Sor	U	1.00	1.00	↑	0.80
Flight		U	ECr	C	0.25	0.30	↑	0.10
Flood	D	U	E	C	0.63	0.40		0.30
Flying Carpet		A	M	R	4.00	4.00	↓	3.80
Fog		G	Ins	C	0.26	0.30	↓	0.10
Force of Nature		G	Sum	R	10.00	10.00	↑	8.00
Forest Eyes		G	Lnd	C	0.10	0.10	↑	0.10
Forest Path		G	Lnd	C	0.10	0.10	↓	0.10
Forest Rocks		G	Lnd	C	0.10	0.10	↓	0.10
Fortified Area	L	W	E	C	0.63	0.40		0.20
Frozen Shade		B	Sum	C	0.30	0.30	↑	0.20
Fungusaur		G	Sum	R	6.00	5.00	↑	4.80
Gaea's Liege		G	Sum	R	9.00	8.00	↑	7.00
Gaseous Form	L	U	ECr	C	0.30	0.10		0.10
Ghost Ship	D	U	Sum	U	2.00	1.00		0.80
Giant Growth		G	Ins	C	0.26	0.30	↑	0.20
Giant Spider		G	Sum	C	0.30	0.30	↑	0.10
Giant Strength	L	R	ECr	C	0.30	0.10		0.10
Giant Tortoise	AR	U	Sum	C	0.75	0.50		0.30
Glasses of Urza		A	M	U	1.00	1.00	↑	0.90
Gloom		B	E	U	2.00	1.30	↑	1.00
Goblin Balloon Brigade		R	Sum	U	1.00	1.00	↑	0.70
Goblin King		R	Sum	R	9.00	8.00	↑	6.00
Goblin Rock Sled	D	R	Sum	C	0.63	0.40		0.30
Grapeshot Catapult	A	A	ACr	C	0.75	0.50		0.30
Gray Ogre		R	Sum	C	0.26	0.30		0.20
Greed	L	B	E	R	5.50	5.00		4.50

CARD NAME	SET	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Circle of Prot:Blue		W	E	C	0.25	0.30	0.10
Circle of Prot:Green		W	E	C	0.25	0.30	0.10
Circle of Prot:Red		W	E	C	0.28	0.30	0.20
Circle of Prot:White		W	E	C	0.25	0.30	0.10
Clay Statue	A	A	ACr	C	0.63	0.50	0.40
Clockwork Avian	A	A	ACr	R	7.50	7.00	6.00
Clockwork Beast		A	ACr	R	5.00	4.00	4.00
Cockatrice		G	Sum	R	6.00	6.00	5.00
Colossus of Sardia	A	A	ACr	R	8.00	8.00	8.00
Conservator		A	M	U	1.00	1.00	1.00
Control Magic		U	ECr	U	2.00	2.00	1.40
Conversion		W	E	U	1.00	1.00	0.70
Coral Helm	A	A	P	R	4.50	4.00	4.00
Cosmic Horror	L	B	Sum	R	6.50	6.00	5.00
Counterspell		U	Int	U	3.00	2.50	2.00
Craw Wurm		G	Sum	C	0.45	0.30	0.30
Creature Bond		U	ECr	C	0.25	0.30	0.10
Crimson Manticore	L	R	Sum	R	7.00	6.00	6.00
Crumble		G	Ins	U	0.51	0.50	0.20
Crusade		W	E	R	6.50	6.00	5.00
Crystal Rod		A	P	U	1.00	1.00	0.70
Cursed Land		B	EL	U	1.00	1.00	0.80
Cursed Rack	A	A	C	U	3.00	2.00	1.50
Cyclopean Mummy	L	B	Sum	C	0.50	0.30	0.10
Dancing Scimitar		A	ACr	R	4.00	3.30	2.90
Dark Ritual		B	Int	C	0.31	0.30	0.20
Death Ward		W	Ins	C	0.26	0.30	0.20
Deathgrip		B	E	U	1.13	1.00	1.00
Deathlace		B	Int	R	3.00	2.00	1.80
Desert Twister		G	Sor	U	3.00	2.00	1.00
Detonate	A	R	Sor	U	3.25	2.50	1.80
Diabolic Machine	D	A	ACr	U	2.25	1.50	0.80
Dingus Egg		A	C	R	4.00	3.50	3.00
Disenchant		W	Ins	C	0.50	0.30	0.30
Disintegrate		R	Sor	C	0.50	0.30	0.30
Disrupting Scepter		A	M	R	4.00	3.00	3.00
Divine Transformation	L	W	ECr	U	3.75	1.50	1.30
Dragon Engine		A	ACr	R	3.00	2.00	1.00
Dragon Whelp		R	Sum	U	2.50	2.00	2.00
Drain Life		B	Sor	C	0.26	0.30	0.20
Drain Power		U	Sor	R	5.00	4.80	3.90
Drudge Skeletons		B	Sum	C	0.26	0.30	0.20
Durkwood Boars	L	G	Sum	C	0.30	0.10	0.10
Dwarven Warriors		R	Sum	C	0.26	0.30	0.20

Card Name	Set	Color	Type	Rarity	Upper	Median	Lower
Green Mana Battery	L	A	Art	R	8.00	6.50	5.00
Green Ward		W	ECr	U	1.00	0.80	0.50
Grizzly Bears		G	Sum	C	0.25	0.30	0.10
Healing Salve		W	Ins	C	0.26	0.30	0.10
Helm of Chatzuk		A	M	R	4.00	3.50	3.00
Hill Giant		R	Sum	C	0.26	0.30	0.20
Holy Armor		W	ECr	C	0.26	0.30	0.20
Holy Strength		W	ECr	C	0.30	0.30	0.20
Howl from Beyond		B	Ins	C	0.30	0.30	0.10
Howling Mine		A	C	R	6.00	5.00	4.80
Hurkyl's Recall		U	Ins	R	5.00	4.00	2.80
Hurloon Minotaur		R	Sum	C	0.35	0.30	0.20
Hurr Jackal	AR	R	Sum	R	4.00	4.00	3.00
Hurricane		G	Sor	U	1.00	1.00	1.00
Hypnotic Specter		B	Sum	U	2.50	2.00	1.00
Immolation	L	R	ECr	C	0.50	0.30	0.10
Inferno	D	R	Ins	R	5.00	4.00	3.00
Instill Energy		G	ECr	U	1.63	1.00	1.00
Ironclaw Orcs	U	R	Sum	C	0.63	0.40	0.30
Iron Star		A	P	U	1.00	0.90	0.50
Ironroot Treefolk		G	Sum	C	0.30	0.30	0.10
Island Blue		U	Lnd	C	2.00	0.10	0.10
Island Fish Jascenius		U	Sum	R	5.00	4.00	3.00
Island Golden		U	Lnd	C	0.10	0.10	0.10
Island Red		U	Lnd	C	0.10	0.10	0.10
Island Sanctuary		W	E	R	5.00	4.00	1.10
Ivory Cup		A	P	U	1.00	1.00	0.50
Ivory Tower		A	C	R	4.13	4.00	3.50
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Jayemdae Tome		A	M	R	4.25	4.00	3.00
Jump		U	Ins	C	0.25	0.30	0.10
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Keldon Warlord		R	Sum	U	2.00	1.80	1.50
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Land Tax	L	W	E	R	6.00	6.00	5.00
Leviathan	D	U	Sum	R	7.50	7.00	6.50
Ley Druid		G	Sum	U	1.00	1.00	0.70
Library of Leng		A	C	U	1.06	1.00	0.90
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Living Lands	G	E	R	5.00	4.00	↓	3.00
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Mana Short	U	Ins	R	5.00	4.50	↑	4.00
Mana Vault	A	M	R	4.00	3.00	↑	3.00
Manabarbs	R	E	R	4.00	4.00	↓	3.00
Marsh Gas	D	B	Ins	C	0.63	0.40	0.30
Marsh Viper	D	G	Sum	C	0.30	0.10	0.10
Meekstone	A	C	R	5.00	4.00	↑	4.00
Merfolk of the Pri Trdnt	U	Sum	C	0.25	0.30	↑	0.10
Mesa Pegasus	W	Sum	C	0.25	0.30	↑	0.20
Millstone	A	M	R	3.25	3.00	↑	3.00
Mind Bomb	D	U	Sor	U	2.75	2.00	1.80
Mind Twist	B	Sor	R	5.50	5.00	↑	4.50
Mishra's Factory (Fall)	A	L	Lnd	U	5.50	3.00	2.00
Mishra's War Machine	A	ACr	R	5.00	4.00	↑	3.00
Mons' Goblin Raiders	R	Sum	C	0.25	0.30	↓	0.10
Morale	D	W	Ins	C	0.35	0.20	0.10
Mountain Blue	R	Lnd	C	0.10	0.10	↓	0.10
Mountain Brown	R	Lnd	C	0.10	0.10	↑	0.10
Mountain Green Sky	R	Lnd	C	0.10	0.10	↓	0.10
Murk Dwellers	D	B	Sum	C	0.30	0.10	0.10
Nafs Asp	AR	G	Sum	C	0.75	0.50	0.30
Nether Shadow	B	Sum	R	4.25	4.00	↑	3.00
Nevinyrral's Disk	A	M	R	5.00	5.00	↑	4.50
Nightmare	B	Sum	R	12.00	10.00	↑	10.00
Northern Paladin	W	Sum	R	10.00	9.00	↑	8.00
Oasis	AR	L	Lnd	U	3.00	3.00	2.00
Obsidian Golem	A	ACr	U	1.63	1.00	↓	1.00
Onulet	A	ACr	R	3.00	2.00	↑	1.50

MAGIC: THE GATHERING 4TH EDITION

Shivan Dragon	R	Sum	R	16.50	15.00	↑	14.00
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Sinbad	AR	U	Sum	U	3.00	2.50	1.80
Siren's Call	U	Ins	U	1.00	1.00	↑	0.50
Sisters of the Flame	D	R	Sum	C	0.30	0.10	0.10
Sleight of Mind	U	Int	R	6.00	5.00	↑	5.00
Smoke	R	E	R	4.00	4.00	↑	3.00
Sorceress Queen	B	Sum	R	6.13	5.00	↑	4.90
Soul Net	A	P	U	1.00	1.00	↑	1.00
Spell Blast	U	Int	C	0.26	0.30	↑	0.20
Spirit Link	L	W	ECr	U	5.50	3.00	2.50
Spirit Shackles	L	B	ECr	U	1.25	1.00	0.90
Stasis	U	E	R	5.00	4.00	↑	3.00
Steal Artifact	U	EArt	U	1.50	1.00	↑	0.90
Stone Giant	R	Sum	U	1.00	1.00	↑	0.70
Stone Rain	R	Sor	C	0.50	0.30	↓	0.20
Stream of Life	G	Sor	C	0.26	0.30	↑	0.20
Strip Mine, horzo, unev ter	A	L	Lnd	U	8.00	8.00	4.50
Sunglasses of Urza	A	C	R	5.25	5.00	↑	4.00
Sunken City	D	U	E	C	0.75	0.50	0.30
Swamp High Branch	B	Lnd	C	0.10	0.10	↓	0.10
Swamp Low Branch	B	Lnd	C	0.10	0.10	↑	0.10
Swamp Two Branch	B	Lnd	C	0.10	0.10	↑	0.10
Swords to Plowshares	W	Ins	U	1.63	1.10	↓	1.00
Sylvan Library	L	G	E	R	6.00	6.00	5.00
Tawnos's Wand	A	A	M	U	3.00	2.50	1.80
Tawnos's Weaponry	A	A	M	U	3.00	2.50	1.80
Tempest Effect	L	R	Sum	R	6.50	5.00	4.00
Terror	B	Ins	C	0.33	0.30	↓	0.20
Tetravus	A	A	ACr	R	8.00	8.00	7.00
The Brute	L	R	ECr	C	0.35	0.20	0.10
The Hive	A	M	R	6.00	5.00	↑	5.00
The Rack	A	C	U	2.00	1.30	↑	1.00
Thicket Basilisk	G	Sum	U	2.50	2.00	↑	2.00
Thoughtlace	U	Int	R	3.00	2.00	↑	2.00
Throne of Bone	A	P	U	1.00	0.90	↓	0.50

CARD NAME	SET	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Orcish Artillery		R	Sum	U	1.00	0.90	↓ 0.50
Orcish Oriflamme		R	E	U	2.00	1.50	↑ 1.00
Ornithopter		A	ACr	U	1.00	1.00	0.30
Osai Vultures	L	W	Sum	U	1.75	1.00	0.90
Paralyze		B	ECr	C	0.30	0.30	↑ 0.10
Pearled Unicorn		W	Sum	C	0.25	0.30	↓ 0.10
Personal Incarnation		W	Sum	R	8.00	8.00	↑ 6.00
Pestilence		B	E	C	0.26	0.30	↑ 0.20
Phantasmal Forces		U	Sum	U	1.00	1.00	↑ 0.60
Phantasmal Terrain		U	ELnd	C	0.25	0.30	↑ 0.20
Phantom Monster		U	Sum	U	1.50	1.00	↑ 1.00
Piety	AR	W	Ins	C	0.63	0.40	0.30
Pikemen	D	W	Sum	C	0.35	0.20	0.10
Pirate Ship		U	Sum	R	5.00	4.30	↑ 4.00
Pit Scorpion	L	B	Sum	C	0.43	0.30	0.10
Plague Rats		B	Sum	C	0.50	0.30	↓ 0.20
Plains No Trees		W	Lnd	C	0.10	0.10	↓ 0.10
Plains Pink Horizon		W	Lnd	C	0.10	0.10	↑ 0.10
Plains Trees		W	Lnd	C	0.10	0.10	↓ 0.10
Power Leak		U	EE	C	0.26	0.30	↑ 0.10
Power Sink		U	Int	C	0.26	0.30	↑ 0.20
Power Surge		R	E	R	4.00	3.60	↑ 3.00
Pradesh Gypsies	L	G	Sum	C	0.35	0.20	0.10
Primal Clay		A	ACr	R	3.00	2.00	↑ 2.00
Prodigal Sorcerer		U	Sum	C	0.50	0.30	↑ 0.30
Psionic Entity	L	U	Sum	R	6.50	6.00	5.50
Psychic Venom		U	ELnd	C	0.26	0.30	↑ 0.20
Purcelace		W	Int	R	3.00	2.80	↑ 1.80
Pyrotechnics	L	R	Sor	U	2.50	2.00	1.30
Radian Spirit	L	G	Sum	U	2.50	1.00	0.80
Rag Man	D	B	Sum	R	6.00	6.00	3.50
Raise Dead		B	Sor	C	0.25	0.30	↓ 0.20
Rebirth	L	G	Sor	R	5.50	5.00	3.50
Red Elemental Blast		R	Int	C	0.30	0.30	↓ 0.20
Red Mana Battery	L	A	Art	R	6.50	5.00	5.00
Red Ward		W	ECr	U	1.00	0.60	↑ 0.50
Regeneration		G	ECr	C	0.30	0.30	↓ 0.20
Relic Bind	L	U	EArt	R	3.50	3.00	1.80
Reverse Damage		W	Ins	R	6.00	6.00	↑ 5.00
Righteousness		W	Ins	R	6.00	6.00	↑ 5.00
Rod of Ruin		A	M	U	1.13	1.00	↑ 1.00
Royal Assassin		B	Sum	R	15.00	12.00	↑ 10.75
Samite Healer		W	Sum	C	0.25	0.30	↑ 0.20
Sandstorm	AR	G	Ins	C	0.75	0.50	0.30
Savannah Lions		W	Sum	R	4.00	3.50	↓ 3.00
Scathe Zombies		B	Sum	C	0.26	0.30	0.10
Scavenging Ghoul		B	Sum	U	1.50	1.00	↑ 0.70
Scrib Sprites		G	Sum	C	0.26	0.30	0.10
Sea Serpent		U	Sum	C	0.30	0.30	↓ 0.10
Seeker	L	W	ECr	C	0.30	0.10	0.10
Segovian Leviathan	L	U	Sum	U	3.00	2.00	1.00
Sengir Vampire		B	Sum	U	4.00	3.00	↑ 3.00
Serra Angel		W	Sum	U	6.00	5.00	↑ 4.00
Shanodin Dryads		G	Sum	C	0.26	0.30	↓ 0.10
Shapeshifter	A	A	ACr	U	4.00	4.00	3.00
Shatter		R	Ins	C	0.30	0.30	↓ 0.10

CARD NAME	SET	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Timber Wolves		G	Sum	R	4.00	4.00	↑ 2.80
Time Elemental	L	U	Sum	R	7.50	7.00	7.00
Titania's Song		G	E	R	3.25	2.90	↑ 2.00
Tranquility		G	Sor	C	0.30	0.30	0.10
Triskelion	A	A	ACr	R	8.00	8.00	6.50
Tsunami		G	Sor	U	1.50	1.00	↑ 1.00
Tundra Wolves	L	W	Sum	C	0.30	0.10	0.10
Tunnel		R	Ins	U	1.00	1.00	↓ 0.70
Twiddle	U	U	Ins	C	0.75	0.50	0.30
Uncle Istvan	D	B	Sum	U	2.00	1.00	1.00
Unholy Strength		B	ECr	C	0.30	0.30	↓ 0.10
Unstable Mutation		U	ECr	C	0.43	0.30	↑ 0.20
Unsummon		U	Ins	C	0.26	0.30	↓ 0.20
Untamed Wilds	L	G	Sor	U	2.75	1.50	1.00
Urza's Avenger	A	A	ACr	R	9.00	8.00	7.00
Uthden Troll		R	Sum	U	2.00	1.50	↑ 0.90
Vampire Bats	L	B	Sum	C	0.30	0.10	0.10
Venom	D	G	ECr	C	0.30	0.10	0.10
Verduran Enchantress		G	Sum	R	6.00	5.00	↑ 4.00
Visions	L	W	Sor	U	2.50	1.80	1.40
Volcanic Eruption		U	Sor	R	5.00	5.00	↑ 4.80
Wall of Air		U	Sum	U	1.00	1.00	↑ 0.70
Wall of Bone		B	Sum	U	1.00	1.00	0.80
Wall of Brambles		G	Sum	U	1.00	1.00	↑ 0.60
Wall of Dust	L	R	Sum	U	2.00	2.00	1.50
Wall of Fire		R	Sum	U	1.00	1.00	↑ 0.90
Wall of Ice		G	Sum	U	1.00	1.00	↓ 0.90
Wall of Spears	A	A	ACr	C	0.81	0.60	0.40
Wall of Stone		R	Sum	U	1.00	1.00	↑ 1.00
Wall of Swords		W	Sum	U	2.00	2.00	↑ 1.00
Wall of Water		U	Sum	U	1.00	1.00	↑ 0.50
Wall of Wood		G	Sum	C	0.50	0.30	↓ 0.20
Wanderlust		G	ECr	U	1.00	1.00	↑ 0.80
War Mammoth		G	Sum	C	0.30	0.30	↑ 0.10
Warp Artifact		B	EArt	U	3.00	3.00	↑ 2.00
Water Elemental		U	Sum	U	1.00	1.00	↑ 0.80
Weakness		B	ECr	C	0.25	0.30	↑ 0.10
Web		G	ECr	R	4.00	4.00	↑ 3.50
Whirling Dervish	L	G	Sum	U	3.50	3.00	2.00
White Knight		W	Sum	U	2.13	2.00	↑ 2.00
White Mana Battery	L	A	Art	R	6.50	5.00	5.00
White Ward		W	ECr	U	1.00	0.80	↓ 0.50
Wild Growth		G	ELnd	C	0.25	0.30	↑ 0.10
Will-O-The-Wisp		B	Sum	R	6.25	5.80	↑ 4.90
Winds of Change	L	R	Sor	R	5.50	5.00	4.00
Winter Blast	L	G	Sor	U	3.50	3.00	2.00
Winter Orb		A	C	R	5.00	4.00	↑ 3.80
Wooden Sphere		A	P	U	1.00	1.00	↑ 0.50
Word of Binding	D	B	Sor	C	0.30	0.10	0.10
Wrath of God		W	Sor	R	7.00	6.00	↑ 5.00
Xenic Poltergeist	A	B	Sum	R	4.00	2.00	2.00
Yotian Soldier	A	A	ACr	C	0.75	0.50	0.30
Zephyr Falcon	L	U	Sum	C	0.30	0.10	0.10
Zombie Master		B	Sum	R	7.25	6.00	↑ 5.80
TOTAL					993.17	843.40	692.45



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SCRYE PRICE GUIDE



MAGIC: ARABIAN NIGHTS

Abu Ja'far	W	Sum	U	19.00	15.00	13.00
Aladdin	R	Sum	U	29.00	25.00	↑ 20.00
Aladdin's Lamp	A	M	U	8.00	8.00	6.00
Aladdin's Ring	A	M	U	9.00	7.50	↑ 7.00
Ali Baba	R	Sum	U	16.00	10.00	↓ 7.50
Ali from Cairo	R	Sum	U	82.50	75.00	↑ 60.00
Army of Allah (a)	W	Ins	C	6.00	5.00	↑ 4.00
Army of Allah (b)	W	Ins	C	6.00	5.00	↑ 4.00
Bazaar of Baghdad	Be	L	U	17.50	14.50	↑ 11.25
Bird Maiden (a)	R	Sum	C	3.00	3.00	1.90
Bird Maiden (b)	R	Sum	C	3.00	3.00	1.90
Bottle of Suleiman	A	M	U	9.50	7.50	↓ 6.30
Brass Man	A	ACr	U	4.00	4.00	3.00
Camel	W	Sum	C	3.00	3.00	2.30
City in a Bottle	A	C	U	20.00	20.00	↑ 15.00
City of Brass	Be	L	U	40.00	25.00	↑ 20.00
Cuombajj Witches	B	Sum	C	3.00	3.00	2.80
Cyclone	G	E	U	10.00	9.00	↑ 7.00
Dancing Scimitar	A	ACr	U	8.90	8.00	7.30
Dandan	U	Sum	C	4.50	3.00	↑ 2.00
Desert	Be	L	C	5.50	5.00	5.00
Desert Nomads	R	Sum	C	4.00	4.00	↑ 3.00
Desert Twister	G	Sor	U	7.00	6.50	↑ 5.00
Diamond Valley	Be	L	U	46.50	40.00	↑ 31.25
Drop of Honey	G	E	U	34.25	30.00	↑ 25.50

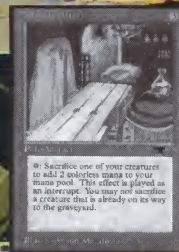
Juzam Djinn	B	Sum	U	65.00	40.00	↑ 30.50
Khabal Ghoul	B	Sum	U	38.75	33.50	↑ 28.50
King Suleiman	W	Sum	U	19.75	14.00	↓ 12.00
Kird Ape	R	Sum	C	2.90	2.30	↑ 2.00
Library of Alexandria	Be	L	U	35.00	30.00	↑ 25.00
Magnetic Mountain	R	E	U	10.00	7.00	↓ 6.00
Merchant Ship	U	Sum	U	10.00	8.50	↑ 7.80
Metamorphosis	G	Sor	C	3.00	2.80	↑ 2.00
Mijae Djinn	R	Sum	U	10.75	9.00	↓ 8.00
Moorish Cavalry (a)	W	Sum	C	5.00	5.00	↑ 4.00
Moorish Cavalry (b)	W	Sum	C	5.00	5.00	↑ 4.00
Mountain	Be	L	U	5.00	5.00	↑ 2.00
Nafs Asp (a)	G	Sum	C	3.00	2.50	↓ 1.80
Nafs Asp (b)	G	Sum	C	3.00	2.30	↓ 1.60
Oasis	Be	L	U	9.50	8.00	↓ 8.00
Old Man of the Sea	U	Sum	U	46.50	37.50	↑ 28.50
Oubliette (a)	B	E	C	6.90	6.00	↑ 5.00
Oubliette (b)	B	E	C	6.50	6.00	↑ 5.00
Piety (a)	W	Ins	C	4.00	3.00	2.00
Piety (b)	W	Ins	C	4.00	3.00	2.00
Pyramids	A	P	U	30.00	25.50	↑ 21.25

CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Ebony Horse	A	M	U	8.30	8.00	6.00
El-Hajjaj	B	Sum	U	10.00	8.00	6.00
Elephant Graveyard	Be	L	U	30.00	25.00	25.00
Erg Raiders (a)	B	Sum	C	2.00	2.00	1.30
Erg Raiders (b)	B	Sum	C	2.00	2.00	1.30
Erhnam Djinn	G	Sum	U	25.00	16.00	↑ 15.00
Eye for an Eye	W	Ins	U	10.00	9.00	↑ 7.00
Fishliver Oil (a)	U	ECr	C	3.00	2.00	2.00
Fishliver Oil (b)	U	ECr	C	3.00	2.00	2.00
Flying Carpet	A	M	U	9.00	7.00	6.00
Flying Men	U	Sum	C	5.00	4.00	↑ 3.00
Ghazban Ogre	G	Sum	C	3.40	3.00	↑ 2.00
Giant Tortoise (a)	U	Sum	C	2.90	2.00	↓ 2.00
Giant Tortoise (b)	U	Sum	C	2.90	2.00	↓ 2.00
Guardian Beast	B	Sum	U	80.00	65.00	↑ 49.50
Hasran Ogress (a)	B	Sum	C	2.60	2.00	2.00
Hasran Ogress (b)	B	Sum	C	2.60	2.00	2.00
Hurr Jackal	R	Sum	C	4.80	3.00	3.00
Ifth-Biff Efreet	G	Sum	U	25.00	23.25	↑ 16.50
Island Fish Jasconius	U	Sum	U	8.80	8.00	7.00
Island of Wak-Wak	Be	L	U	40.00	34.50	↑ 29.25
Jandor's Ring	A	M	U	10.00	8.00	↑ 6.00
Jandor's Saddlebags	A	M	U	8.00	8.00	6.00
Jeweled Bird	A	M	U	9.50	8.00	7.50
Jihad	W	E	U	41.50	37.50	↑ 30.75
Junun Efreet	B	Sum	U	17.25	15.00	12.00

CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Repentant Blacksmith	W	Sum	U	17.50	15.00	↑ 10.00
Ring of Ma'ruf	A	M	U	38.75	27.50	↑ 25.00
Rukh Egg (a)	R	Sum	C	10.75	8.50	↑ 6.30
Rukh Egg (b)	R	Sum	C	10.00	7.00	6.00
Sandals of Abdallah	A	M	U	11.50	10.00	↑ 8.00
Sandstorm	G	Ins	C	4.00	3.00	2.00
Serendib Djinn	U	Sum	U	20.00	15.50	↑ 11.00
Serendib Efreet	U	Sum	U	20.00	17.00	↑ 10.75
Shahrazad	W	Sor	U	22.25	16.50	↑ 15.25
Sindbad	U	Sum	U	13.50	9.00	↓ 7.00
Singing Tree	G	Sum	U	40.00	35.00	↑ 32.00
Sorceress Queen	B	Sum	U	13.50	9.80	8.30
Stone-Throwing Devils (a)	B	Sum	C	5.00	4.00	3.80
Stone-Throwing Devils (b)	B	Sum	C	5.00	4.00	3.60
Unstable Mutation	U	ECr	C	2.40	2.00	1.60
War Elephant (a)	W	Sum	C	5.00	4.50	3.90
War Elephant (b)	W	Sum	C	5.00	4.00	↓ 3.90
Wyluli Wolf (a)	G	Sum	C	6.50	5.00	↑ 4.00
Wyluli Wolf (b)	G	Sum	C	6.50	5.00	↑ 4.00
Ydwen Efreet	R	Sum	U	15.00	11.50	↑ 10.00
TOTAL				1361.40	1114.95	907.45

a) & b) versions of a card denote a printing change between alpha and beta printings of Arabian Nights. The casting cost background circle is smaller and darker in one version and lighter gray and larger in the second version

SCRYE PRICE GUIDE



Amulet of Kroog	A	M	C	1.00	1.00	0.50
Argvian Archaeologist	W	S	R	35.00	25.00	25.00
Argvian Blacksmith	W	S	U	1.00	1.00	0.90
Argothian Pixies	G	S	C	1.00	1.00	0.90
Argothian Treefolk	G	S	C	1.00	1.00	0.90
Armageddon Clock	A	C	R	6.00	6.00	5.00
Artifact Blast	R	Int	C	1.50	1.00	0.90
Artifact Possession	B	EArt	C	1.00	1.00	0.90
Artifact Ward	W	ECr	C	2.00	2.00	↑ 1.00
Ashnod's Altar	A	P	U	4.10	4.00	4.00
Ashnod's Battle Gear	A	M	U	4.30	4.00	4.00
Ashnod's Transmogrator	A	M	U	5.00	4.00	4.00
Atog	R	S	C	1.00	1.00	1.00
Battering Ram	A	ACr	C	1.00	1.00	0.50
Bronze Tablet	A	M	R	11.00	10.00	8.40
Candelabra of Tawnos	A	M	R	30.00	25.00	↑ 21.50
Circle of Prot: Artifacts	W	E	U	15.50	10.00	↓ 10.00
Citanul Druid	G	S	U	4.00	4.00	4.00
Clay Statue	A	ACr	C	2.00	1.00	1.00
Clockwork Avian	A	ACr	R	15.00	13.00	↓ 12.00
Colossus of Sardia	A	ACr	R	25.00	15.00	↓ 10.00
Coral Helm	A	P	R	9.00	8.00	7.30
Crumble	G	Ins	C	1.00	1.00	1.00
Cursed Rack	A	C	C	5.30	4.00	3.80
Damping Field	W	E	U	4.00	4.00	↑ 3.00

CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Detonate	R	Sor	U	5.00	4.00	↓ 4.00
Drafna's Restoration	U	Sor	C	1.10	1.00	0.90
Dragon Engine	A	ACr	C	1.50	1.00	1.00
Dwarven Weaponsmith	R	Sum	U	3.50	3.00	2.50
Energy Flux	U	E	U	3.00	2.50	↓ 2.00
Feldon's Cane	A	M	U	15.00	12.25	↑ 8.80
Gaea's Avenger	G	Sum	R	21.50	17.50	↑ 16.25
Gate to Phyrexia	B	E	U	4.00	4.00	↑ 3.00
Goblin Artisans	R	Sum	U	3.50	3.00	3.00
Golgothian Sylex	A	M	R	12.25	10.00	10.00
Grapeshot Catapult	A	ACr	C	1.50	1.00	0.50
Haunting Wind	B	E	U	3.00	3.00	3.00
Hurkyl's Recall	U	Ins	R	8.00	8.00	↑ 5.00
Ivory Tower	A	C	U	7.00	6.00	6.00
Jalum Tome	A	M	R	6.00	6.00	6.00
Martyrs of Korlis	W	Sum	U	5.80	5.00	4.80
Mightstone	A	C	U	4.00	4.00	3.90
Millstone	A	M	U	4.00	4.00	4.00
Mishra's Factory, autumn	Be	L	U	12.00	9.50	↑ 7.50
Mishra's Factory, spring	Be	L	U	12.00	10.00	↑ 8.00
Mishra's Factory, summer	Be	L	U	12.00	10.00	↑ 9.00
Mishra's Factory, winter	Be	L	U	12.00	12.00	↑ 9.00
Mishra's War Machine	A	ACr	R	8.00	7.50	↑ 6.00
Mishra's Workshop	Be	L	R	20.00	15.00	15.00
Obelisk of Undoing	A	M	R	18.00	14.00	↑ 14.00
Onulet	A	ACr	U	3.50	3.00	3.00
Orcish Mechanics	R	Sum	C	1.00	1.00	0.90
Ornithopter	A	ACr	C	2.00	1.00	1.00

MAGIC: ANTIQUITIES

Phyrexian Gremlins	B	Sum	C	2.00	2.00	↑ 1.00
Power Artifact	U	EArt	U	4.00	4.00	4.00
Powerleech	G	E	U	4.00	4.00	4.00
Priest of Yawgmoth	B	Sum	C	1.00	1.00	0.90
Primal Clay	A	ACr	U	4.00	4.00	4.00
Rakalite	A	P	U	4.00	4.00	4.00
Reconstruction	U	Sor	C	1.00	1.00	1.00
Reverse Polarity	W	Ins	C	1.00	1.00	1.00
Rocket Launcher	A	P	U	4.00	4.00	4.00
Sage of Lat-Nam	U	Sum	C	1.00	1.00	0.90
Shapeshifter	A	ACr	R	13.00	10.00	↓ 10.00
Shatterstorm	R	Sor	R	7.00	7.00	6.00
Staff of Zegon	A	M	C	1.00	1.00	1.00
Strip Mine, no twr, no hrzn	Be	L	U	12.50	10.00	8.50
Strip Mine, small tower	Be	L	U	12.50	10.00	10.00
Strip Mine, even terraces	Be	L	U	12.25	10.00	10.00
Strip Mine, uneven terraces	Be	L	U	12.00	10.00	8.50
Su-Chi	A	ACr	U	5.00	4.00	↓ 4.00
Tablet of Epityr	A	P	C	1.80	1.00	1.00
Tawnos's Coffin	A	M	R	21.50	19.50	↑ 17.25

CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Tawnos's Wand	A	M	U	4.00	4.00	3.50
Tawnos's Weaponry	A	M	U	4.00	4.00	3.80
Tetravus	A	ACr	R	15.00	14.00	12.00
The Rack	A	C	U	4.00	4.00	4.00
Titania's Song	G	E	U	4.00	4.00	3.80
Transmute Artifact	U	Sor	U	4.00	4.00	4.00
Triskelion	A	ACr	R	15.00	14.00	↑ 10.00
Urza's Avenger	A	ACr	R	17.50	16.00	↑ 15.00
Urza's Chalice	A	P	C	2.00	2.00	↑ 1.00
Urza's Mine, clawed sphere	Be	L	C	4.00	3.00	2.50
Urza's Mine, mouth	Be	L	C	3.90	3.00	3.00
Urza's Mine, pulley	Be	L	C	3.90	3.00	3.00
Urza's Mine, tower	Be	L	C	4.00	3.00	2.50
Urza's Miter	A	P	R	10.00	8.50	↑ 5.30
Urza's Power Plant, bug	Be	L	C	4.00	3.00	2.50
Urza's Power Plant, columns	Be	L	C	3.90	3.00	3.00
Urza's Power Plant, sphere	Be	L	C	4.00	3.00	2.50
Urza's Power Plant, pot	Be	L	C	3.90	3.00	3.00
Urza's Tower, forest	Be	L	C	4.50	3.00	2.50
Urza's Tower, mountains	Be	L	C	4.30	3.00	3.00
Urza's Tower, plains	Be	L	C	4.30	3.00	3.00
Urza's Tower, shore	Be	L	C	4.30	3.00	3.00
Wall of Spears	A	ACr	U	4.00	4.00	2.50
Weakstone	A	C	U	4.00	3.00	3.00
Xenic Poltergeist	B	Sum	U	4.00	3.00	2.90
Yawgmoth Demon	B	Sum	R	21.00	18.00	↑ 15.00
Yotian Soldier	A	ACr	C	2.00	2.00	0.80
TOTAL				684.90	575.25	510.70

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Abomination	B	Sum	U	5.00	4.00	↓	4.00
Acid Rain	U	Sor	R	22.00	19.00	↑	15.00
Active Volcano	R	Ins	C	1.00	1.00		0.50
Adun Oakenshield	Gld	SmL	R	16.50	14.50	↑	12.25
Adventurer's Guildhouse	Be	L	U	3.50	3.00		2.60
Aisling Leprechaun	G	Sum	C	1.00	1.00		0.60
Akron Legionnaire	W	Sum	R	14.00	12.00		12.00
Al-abara's Carpet	Be	A	R	15.00	13.00		10.50
Alabaster Potion	W	Ins	C	1.00	1.00		0.50
Alchor's Tomb	Be	A	R	12.00	12.00		10.00
All Hallow's Eve	B	Sor	R	35.00	30.00	↑	25.00
Amrou Kithkin	W	Sum	C	1.00	0.80	↓	0.50
Angelic Voices	W	E	R	20.00	16.50	↑	14.50
Angus Mackenzie	Gld	SmL	R	15.00	14.50	↑	12.75
Anti-Magic Aura	U	ECr	C	2.00	1.00		1.00
Arboria	G	EW	U	6.00	4.30	↑	4.00
Arcades Sabboth	Gld	Sum	R	34.75	30.00		25.00
Arena of the Ancients	Be	A	R	12.00	11.50	↓	10.00
Avoid Fate	G	Int	C	1.00	1.00		0.50
Axelrod Gunnarson	Gld	SmL	R	17.00	14.00	↓	12.75
Aysha Tanaka	Gld	SmL	R	15.00	12.00		11.00
Azure Drake	U	Sum	U	5.90	5.00		4.00
Backdraft	R	Ins	U	5.80	5.00	↑	4.00
Backfire	U	ECr	U	5.00	4.00	↓	4.00
Barbary Apes	G	Sum	C	1.00	1.00		0.50
Barktooth Warbeard	Gld	SmL	U	6.80	5.80	↓	5.00
Bartel Runeaxe	Gld	SmL	R	17.00	14.00	↑	13.25
Beasts of Bogardan	R	Sum	U	5.90	5.00		5.00
Black Mana Battery	Be	A	U	8.90	6.50	↓	6.00
Blazing Effigy	R	Sum	C	1.00	1.00		0.50
Blight	B	EL	U	5.80	4.00	↓	3.00
Blood Lust	R	Ins	U	8.00	6.50	↓	4.30
Blue Mana Battery	Be	A	U	8.00	6.50	↓	5.50
Boomerang	U	Ins	C	1.80	1.00		1.00
Boris Devilboon	Gld	SmL	R	17.50	13.00		12.00
Brine Hag	U	Sum	U	5.00	5.00		4.10

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Falling Star	R	Sor	R	15.00	14.00		12.00
Feint	R	Ins	C	1.00	1.00		0.70
Field of Dreams	U	EW	R	14.00	11.00		10.00
Fire Sprites	G	Sum	C	1.00	1.00		0.70
Firestorm Phoenix	R	Sum	R	25.00	24.00	↑	16.50
Flash Counter	U	Int	C	1.00	1.00		0.70
Flash Flood	U	Ins	C	1.00	1.00		0.50
Floral Spuzzem	G	Sum	U	5.80	4.00	↓	4.00
Force Spike	U	Int	C	1.00	1.00		0.50
Forethought Amulet	Be	A	R	14.75	12.50	↓	12.00
Fortified Area	W	E	U	4.00	4.00		2.80
Frost Giant	R	Sum	U	5.00	5.00		4.00
Gabriel Angelfire	Gld	SmL	R	20.00	15.00		14.00
Gaseous Form	U	ECr	C	1.00	1.00		0.50
Gauntlets of Chaos	Be	A	R	18.00	15.00		15.00
Ghosts of the Damned	B	Sum	C	1.00	1.00		0.50
Giant Slug	B	Sum	C	1.00	1.00		0.70
Giant Strength	R	ECr	C	1.00	1.00		0.50
Giant Turtle	G	Sum	C	1.00	1.00		0.50
Glyph of Delusion	U	Ins	C	1.00	1.00		0.50
Glyph of Destruction	R	Ins	C	1.00	1.00		0.50
Glyph of Doom	B	Ins	C	1.00	1.00		0.50
Glyph of Life	W	Ins	C	1.00	1.00		0.50
Glyph of Reincarnation	G	Ins	C	1.00	1.00		0.50
Gosta Dirk	Gld	SmL	R	15.00	12.50	↑	11.75
Gravity Sphere	R	EW	R	23.00	20.00		15.50
Great Defender	W	Ins	U	4.00	4.00	↓	4.00
Great Wall	W	E	U	4.00	4.00		3.50
Greater Realm of Preservatn	W	E	U	9.00	8.00		7.00
Greed	B	E	R	12.00	10.00		10.00
Green Mana Battery	Be	A	U	8.00	7.00	↓	6.00

CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER	
Bronze Horse	Be	ACr	R	12.00	12.00	10.00	
Carriion Ants	B	Sum	R	26.25	20.00	↓	16.50
Cat Warriors	G	Sum	C	1.00	1.00		0.50
Cathedral of Serra	Be	L	U	3.30	3.00		3.00
Caverns of Despair	R	EW	R	12.00	10.00	↓	10.00
Chain Lightning	R	Sor	C	2.00	1.80	↓	1.00
Chains of Mephistopheles	B	E	R	17.25	12.00		12.00
Chromium	Gld	SmL	R	35.50	30.00		30.00
Cleanse	W	Sor	R	20.00	18.00	↑	16.00
Clergy of the Holy Nimbus	W	Sum	C	1.00	1.00		0.50
Cocoon	G	ECr	U	5.40	5.00		4.30
Concordant Crossroads	G	EW	R	17.50	15.00	↑	13.00
Cosmic Horror	B	Sum	R	12.00	12.00		10.25
Craw Giant	G	Sum	U	15.50	14.50	↑	10.00
Crevasse	R	E	U	5.00	4.30	↑	4.00
Crimson Kobolds	R	Sum	C	1.00	1.00		0.50
Crimson Manticore	R	Sum	R	12.00	10.00	↓	10.00
Crookshank Kobolds	R	Sum	C	1.00	1.00		0.50
Cyclopean Mummy	B	Sum	C	1.00	1.00		0.50
D'Avenant Archer	W	Sum	C	1.00	1.00		1.00
Dakkon Blackblade	Gld	SmL	R	34.25	29.50	↑	25.00
Darkness	B	Ins	C	1.00	1.00		0.90
Deadfall	G	E	U	4.40	4.00		4.00
Demonic Torment	B	ECr	U	5.00	4.50	↓	4.00
Devouring Deep	U	Sum	C	1.00	1.00		0.50
Disharmony	R	Ins	R	15.00	12.00		12.00
Divine Intervention	W	E	R	15.75	12.00		11.25
Divine Offering	W	Ins	C	1.00	1.00		0.50
Divine Transformation	W	ECr	R	15.00	14.00	↓	12.00
Dream Coat	U	ECr	U	5.00	4.80	↑	4.00
Durkwood Boars	G	Sum	C	1.00	1.00		0.50
Dwarven Song	R	Ins	U	4.50	4.00	↓	4.00
Elder Land Wurm	W	Sum	R	14.00	13.00		12.00
Elder Spawn	U	Sum	R	13.50	10.00		10.00
Elven Riders	G	Sum	R	11.50	10.00	↓	9.50
Emerald Dragonfly	G	Sum	C	1.00	1.00		0.50
Enchanting Being	W	Sum	C	1.00	1.00		0.80
Enchantment Alteration	U	Ins	C	1.90	1.00	↓	1.00
Energy Tap	U	Sor	C	1.00	1.00		0.50
Equinox	W	EL	C	2.00	1.00	↓	1.00
Eternal Warrior	R	ECr	U	6.00	5.00	↓	3.00
Eureka	G	Sor	R	30.00	23.00	↑	16.50
Evil Eye of Orms-By-Gore	B	Sum	U	6.00	5.00		4.30
Fallen Angel	B	Sum	U	11.75	9.50	↑	8.00

Card Name	Color	Type	Rarity	Upper	Median	Lower
Gwendlyn Di Corci	Gld	SmL	R	14.50	13.00	
Halfdane	Gld	SmL	R	15.75	13.25	↑
Hammerheim	Be	LL	U	5.00	4.00	↓
Hazezon Tamar	Gld	SmL	R	20.00	16.50	↑
Headless Horseman	B	Sum	C	1.00	1.00	
Heaven's Gate	W	Ins	U	5.00	4.00	
Hell Swarm	B	Ins	C	1.00	1.00	
Hell's Caretaker	B	Sum	R	25.00	23.00	↑
Hellfire	B	Sor	R	23.50	20.00	↑
Holy Day	W	Ins	C	1.00	1.00	
Horn of Deafening	Be	A	R	13.50	11.50	
Hornet Cobra	G	Sum	C	1.00	1.00	
Horror of Horrors	B	E	U	6.80	5.50	↑
Hunding Gjornersen	Gld	SmL	U	6.00	6.00	
Hyperion Blacksmith	R	Sum	U	5.80	5.00	
Ichneumon Druid	G	Sum	U	5.00	5.00	
Immolation	R	ECr	C	1.00	1.00	
Imprison	B	ECr	R	12.75	10.50	↑
In the Eye of Chaos	U	EW	R	15.00	12.00	↑
Indestructible Aura	W	Ins	C	1.00	1.00	
Infernal Medusa	B	Sum	U	7.50	6.00	
Infinite Authority	W	ECr	R	15.00	12.00	↓
Invoke Prejudice	U	E	R	19.50	15.00	
Ivory Guardians	W	Sum	U	5.00	5.00	
Jacques le Vert	Gld	SmL	R	17.25	15.00	↑
Jasmine Boreal	Gld	SmL	U	6.00	5.00	↓
Jedit Ojanen	Gld	SmL	U	6.00	6.00	
Jerrard of the Closed Fist	Gld	SmL	U	6.00	5.00	↓
Johan	Gld	SmL	R	25.00	22.00	↑
Jovial Evil	B	Sor	R	17.00	15.00	
Juxtapose	U	Sor	R	15.50	12.00	
Karakas	Be	LL	U	5.00	5.00	
Kasimir the Lone Wolf	Gld	SmL	U	6.00	5.00	↓
Keepers of the Faith	W	Sum	C	1.00	1.00	
Kei Takahashi	Gld	SmL	R	15.00	13.00	↑
Killer Bees	G	Sum	R	25.00	18.50	↓
Kismet	W	E	U	9.00	7.00	↓
Knowledge Vault	Be	A	R	13.50	10.00	↓
Kobold Drill Sergeant	R	Sum	U	10.00	6.00	↓
Kobold Overlord	R	Sum	R	15.00	14.50	↑
Kobold Taskmaster	R	Sum	U	7.00	6.00	↓
Kobolds of Kher Keep	R	Sum	C	1.00	1.00	
Kry Shield	Be	A	U	5.00	4.00	↓
Lady Caleria	Gld	SmL	R	15.00	13.00	↑

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Lady Evangela	Gld	SmL	R	15.00	12.00	12.00
Lady Orca	Gld	SmL	U	6.00	6.00	5.50
Land Equilibrium	U	E	R	15.50	12.00	11.00
Land Tax	W	E	U	8.00	8.00	↑ 6.50
Land's Edge	R	EW	R	18.00	14.00	↑ 12.00
Lesser Werewolf	B	Sum	U	5.50	5.00	4.00
Life Chisel	Be	A	U	5.00	5.00	4.00
Life Matrix	Be	A	R	15.00	12.75	↑ 12.00
Lifeblood	W	E	R	14.00	12.00	11.25
Living Plane	G	EW	R	19.50	15.00	↑ 12.00
Livonya Silone	Gld	SmL	R	17.25	14.00	↑ 12.00
Lord Magnus	Gld	SmL	U	6.30	6.00	6.00
Lost Soul	B	Sum	C	1.00	1.00	0.50
Mana Drain	U	Int	U	20.00	16.50	↑ 12.50
Mana Matrix	Be	A	R	14.75	12.75	↑ 12.00
Marble Priest	Be	ACr	U	5.00	5.00	4.00
Marhault Elsdragon	Gld	SmL	U	6.00	6.00	5.50
Master of the Hunt	G	Sum	R	28.50	26.00	↑ 22.00
Mirror Universe	Be	A	R	60.00	50.00	40.00
Moat	W	E	R	26.00	20.00	20.00
Mold Demon	B	Sum	R	13.00	10.00	↓ 10.00
Moss Monster	G	Sum	C	1.00	1.00	0.50
Mountain Stronghold	Be	L	U	3.00	3.00	3.00
Mountain Yeti	R	Sum	U	5.00	5.00	4.00
Nebuchadnezzar	Gld	SmL	R	20.00	17.25	↑ 16.00
Nether Void	B	EW	R	16.50	15.00	↑ 13.50
Nicol Bolas	Gld	SmL	R	38.00	31.00	↑ 30.00
North Star	Be	A	R	16.50	15.00	14.50
Nova Pentacle	Be	A	R	16.50	14.00	↑ 13.00
Osai Vultures	W	Sum	C	1.00	1.00	0.90
Palladia-Mors	Gld	SmL	R	34.25	30.00	28.75
Part Water	U	Sor	U	4.00	4.00	3.50
Pavel Maliki	Gld	SmL	U	6.00	6.00	5.40
Pendelhaven	Be	LL	U	5.00	4.50	↓ 4.00
Petra Sphinx	W	Sum	R	15.00	13.75	↑ 10.50
Pit Scorpion	B	Sum	C	1.00	1.00	0.50
Pixie Queen	G	Sum	R	14.50	13.00	↑ 10.50

CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Planar Gate	Be	A	R	15.00	14.50	↑ 12.00
Pradesh Gypsies	G	Sum	U	4.50	4.00	↓ 2.00
Presence of the Master	W	E	U	7.00	6.00	5.00
Primordial Ooze	R	Sum	U	5.00	5.00	5.00
Princess Lucrezia	Gld	SmL	U	6.30	6.00	5.90
Psionic Entity	U	Sum	R	12.00	11.00	10.00
Psychic Purge	U	Sor	C	1.50	1.00	0.90
Puppet Master	U	ECr	U	5.00	4.00	↓ 4.00
Pyrotechnics	R	Sor	C	1.00	1.00	1.00
Quagmire	B	E	U	5.00	4.00	4.00
Quarum Trench Gnomes	R	Sum	R	13.75	12.00	↑ 10.00
Rabid Wombat	G	Sum	U	12.00	10.00	↑ 8.30
Radjan Spirit	G	Sum	U	5.00	5.00	4.00
Raging Bull	R	Sum	C	1.00	1.00	0.50
Ragnar	Gld	SmL	R	14.50	12.00	10.50
Ramirez DePietro	Gld	SmL	U	6.00	6.00	4.60
Ramses Overdark	Gld	SmL	R	17.50	15.00	↑ 14.00
Rapid Fire	W	Ins	R	13.50	11.00	↑ 10.00
Rasputin Dreamweaver	Gld	SmL	R	17.50	14.50	↑ 12.00
(Ae)rathi Berserker	R	Sum	U	6.00	5.00	5.00
Rebirth	G	Sor	R	10.75	10.00	↓ 10.00
Recall	U	Sor	R	27.25	21.00	↑ 16.25
Red Mana Battery	Be	A	U	8.30	6.50	↓ 6.00
Reincarnation	G	Ins	U	5.30	4.80	↓ 4.00
Relic Barrier	Be	A	U	6.00	5.00	4.00
Relic Bind	U	EArt	U	5.00	4.00	↓ 3.50
Remove Enchantments	W	Ins	C	1.00	1.00	0.80
Remove Soul	U	Int	C	1.00	1.00	0.50
Reset	U	Int	U	7.80	6.50	↑ 5.00
Revelation	G	EW	R	18.00	12.00	↑ 10.00
Reverberation	U	Ins	R	17.75	14.50	↑ 12.00
Righteous Avengers	W	Sum	U	5.00	5.00	4.00
Ring of Immortals	Be	A	R	16.50	12.25	↑ 12.00
Riven Turnbull	Gld	SmL	U	6.00	6.00	5.50
Rohgahh of Kher Keep	Gld	SmL	R	19.00	16.00	↑ 15.00
Rubinia Soulsinger	Gld	SmL	R	22.00	20.00	↑ 18.00
Rust	G	Int	C	1.00	1.00	0.50
Sea King's Blessing	U	Ins	U	5.00	3.50	↓ 3.00
Seafarer's Quay	Be	L	U	4.00	3.00	↓ 3.00
Seeker	W	ECr	U	5.00	4.00	↓ 3.00
Segovian Leviathan	U	Sum	U	5.00	4.00	↓ 4.00
Sentinel	Be	ACr	R	14.75	12.00	10.00
Serpent Generator	Be	A	R	28.75	24.00	↑ 18.25
Shelkin Brownie	G	Sum	C	1.00	1.00	0.60

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Shield Wall	W	Ins	U	4.60	4.00	3.90
Shimian Night Stalker	B	Sum	U	6.00	6.00	5.00
Silhouette	U	Ins	U	4.50	4.00	3.00
Sir Shandlar of Eberyn	Gld	SmL	U	6.00	6.00	5.00
Sivitri Scarzam	Gld	SmL	U	6.00	6.00	5.50
Sol'kanar the Swamp King	Gld	SmL	R	28.50	25.00	↑ 20.50
Spectral Cloak	U	ECr	U	9.80	8.00	7.30
Spinal Villian	R	Sum	R	18.75	15.00	15.00
Spirit Link	W	ECr	U	14.00	10.00	↓ 9.30
Spirit Shackle	B	ECr	C	1.00	1.00	0.50
Spiritual Sanctuary	W	E	R	15.00	11.50	↑ 10.25
Stangge	Gld	SmL	R	15.50	13.00	12.00
Storm Seeker	G	Ins	U	12.00	10.50	↑ 9.30
Storm World	R	EW	R	13.50	10.50	↑ 10.00
Subdue	G	Ins	C	1.00	1.00	0.50
Sunastian Falconer	Gld	SmL	U	6.50	6.00	5.00
Sword of the Ages	Be	A	R	31.25	25.00	24.50
Sylvan Library	G	E	U	8.00	7.80	6.00
Sylvan Paradise	G	Ins	U	5.00	4.00	3.80
Syphon Soul	B	Sor	C	1.00	1.00	0.90
Takklemaggot	B	ECr	U	5.00	5.00	4.00
Telekinesis	U	Ins	R	13.00	11.50	↓ 10.00
Teleport	U	Ins	R	13.25	12.00	10.00
Tempest Efreit	R	Sum	R	10.50	10.00	↓ 10.00
Tetsuo Umezawa	Gld	SmL	R	17.50	16.00	15.00
The Abyss	B	EW	R	30.00	26.50	↑ 16.25
The Brute	R	ECr	C	1.00	1.00	0.50
The Lady of the Mountain	Gld	SmL	U	6.00	6.00	5.80
The Tabernacle at Pendrell VI	Be	LL	R	20.00	18.00	↑ 15.00
The Wretched	B	Sum	R	38.75	32.50	↑ 26.25
Thunder Spirit	W	Sum	R	28.00	25.00	↑ 18.00
Time Elemental	U	Sum	R	25.00	21.00	↓ 12.00

CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Tobias Andrion	Gld	SmL	U	6.00	6.00	5.00
Tolaria	Be	LL	U	5.00	4.00	↓ 4.00
Tor Wauki	Gld	SmL	U	6.00	6.00	5.00
Torsten Von Ursus	Gld	SmL	U	6.00	6.00	5.40
Touch of Darkness	B	Ins	U	5.00	4.00	4.00
Transmutation	B	Ins	C	1.00	1.00	0.90
Triassic Egg	Be	A	R	15.00	12.00	10.50
Tuknir Deathlock	Gld	SmL	R	16.00	13.00	↑ 12.00
Tundra Wolves	W	Sum	C	1.00	0.60	↓ 0.50
Typhoon	G	Sor	R	13.50	12.00	10.00
Undertow	U	E	U	5.00	4.00	↓ 3.40
Underworld Dreams	B	E	U	16.50	14.00	↑ 12.00
Unholy Citadel	Be	L	U	4.00	3.00	↓ 3.00
Untamed Wilds	G	Sor	U	5.00	4.30	↓ 4.00
Ur-Drago	Gld	SmL	R	17.00	14.50	↑ 13.00
Urborg	Be	LL	U	5.00	4.00	4.00
Vaevictis Asmadi	Gld	SmL	R	35.00	30.00	28.75
Vampire Bats	B	Sum	C	1.00	1.00	0.50
Venarian Gold	U	ECr	C	1.50	1.00	0.90
Visions	W	Sor	U	6.00	5.00	4.80
Voodoo Doll	Be	A	R	13.00	12.00	10.00
Walking Dead	B	Sum	C	1.00	1.00	0.60
Wall of Caltrops	W	Sum	C	1.00	1.00	0.50
Wall of Dust	R	Sum	U	4.00	4.00	3.50
Wall of Earth	R	Sum	C	1.00	1.00	0.70
Wall of Heat	R	Sum	C	1.00	1.00	0.90
Wall of Light	W	Sum	U	4.00	4.00	3.50
Wall of Opposition	R	Sum	R	13.00	11.00	10.00
Wall of Putrid Flesh	B	Sum	U	5.30	5.00	4.00
Wall of Shadows	B	Sum	C	1.00	1.00	0.90
Wall of Tombstones	B	Sum	U	5.00	5.00	↑ 4.00
Wall of Vapor	U	Sum	C	1.00	1.00	0.60
Wall of Wonder	U	Sum	U	5.00	5.00	3.80
Whirling Dervish	G	Sum	U	8.00	7.50	↓ 6.00
White Mana Battery	Be	A	U	8.00	6.50	↓ 6.00
Willow Satyr	G	Sum	R	14.50	12.00	12.00
Winds of Change	R	Sor	U	6.00	6.00	5.00
Winter Blast	G	Sor	R	12.75	12.00	↓ 10.00
Wolverine Pack	G	Sum	C	1.00	1.00	0.70
Wood Elemental	G	Sum	R	13.50	11.00	10.00
Xira Arien	Gld	SmL	R	16.75	13.00	↑ 12.00
Zephyr Falcon	U	Sum	C	1.00	1.00	0.50
TOTAL				3065.75	2621.30	2266.15

SCRYE PRICE GUIDE



Amnesia	U	Sor	U	5.00	4.00	3.80
Angry Mob	W	Sum	U	6.00	5.30	2.80
Apprentice Wizard	U	Sum	R	5.63	4.50	3.00
Ashes to Ashes	B	Sor	C	1.00	1.00	0.50
Ball Lightning	R	Sum	R	13.00	10.00	10.00
Banshee	B	Sum	U	4.25	3.00	2.50
Barl's Cage	A	Art	R	6.63	6.00	4.80
Blood Moon	R	E	R	10.00	10.00	8.00
Blood of the Martyr	W	Ins	U	4.00	3.00	3.00
Bog Imp	B	Sum	C	1.00	0.50	0.50
Bog Rats	B	Sum	C	1.00	1.00	0.50
Bone Flute	A	Art	U	3.50	3.00	2.00
Book of Rass	A	Art	U	4.00	3.00	2.00
BrainWash	W	E	C	0.88	0.50	0.50
Brothers of Fire	R	Sum	U	3.25	3.00	2.00
Carnivorous Plant	G	Sum	C	0.88	0.50	0.50
Cave People	R	Sum	U	3.00	2.50	1.30
City of Shadows	L	L	R	7.00	6.30	5.00
Cleansing	W	Sor	R	7.00	6.30	5.00
Coal Golem	A	Art	U	4.00	3.30	2.60
Curse Artifact	B	E	U	3.00	3.00	2.00
Dance of Many	U	E	R	7.25	7.00	6.00
Dark Heart of the Wood	Gld	Sum	C	1.00	0.80	0.50
Dark Sphere	A	Art	U	4.00	3.50	3.00
Deep Water	U	E	C	1.00	1.00	0.50
Diabolic Machine	A	Art	U	3.88	3.00	1.90
Drowned	U	Sum	C	1.00	1.00	0.50
Dust to Dust	W	Sor	C	1.00	1.00	0.50
Eater of the Dead	B	Sum	U	5.00	4.00	4.00
Electric Eel	U	Sum	U	2.50	2.00	2.00
Elves of Deep Shadows	G	Sum	U	3.00	3.00	2.00

MAGIC: THE DARK

Living Armor	A	Art	U	3.75	3.00	2.80
Lurker	G	Sum	R	5.75	5.00	4.50
Mana Clash	R	Sor	R	5.88	5.00	5.00
Mana Vortex	U	E	R	6.00	6.00	5.50
Marsh Gas	B	Ins	C	1.00	0.50	0.50
Marsh Goblins	Gld	Sum	C	1.00	0.80	0.50
Marsh Viper	G	Sum	C	1.00	0.50	0.50
Martyr's Cry	W	Sor	R	6.00	5.30	4.60
Maze of Ith	L	L	U	7.50	6.00	6.00
Merfolk Assassin	U	Sum	U	5.88	5.00	4.00
Mind Bomb	U	Sor	R	5.88	5.00	4.00
Miracle Worker	W	Sum	C	1.00	1.00	0.50
Morale	W	Ins	C	1.00	0.50	0.50
Murk Dwellers	B	Sum	C	1.00	0.50	0.50
Nameless Race	B	Sum	R	7.63	6.00	5.80
Necropolis	A	Art	U	3.88	3.00	2.00
Niall Silvain	G	Sum	R	6.00	6.00	5.50
Orc General	R	Sum	U	4.50	2.00	2.00
People of the Woods	G	Sum	U	3.50	3.00	2.00
Pikemen	W	Sum	C	1.00	0.50	0.50
Preacher	W	Sum	R	13.00	12.00	9.00
Psychic Allergy	U	E	R	8.00	7.00	5.50
Rag Man	B	Sum	R	8.00	7.00	6.00
Reflecting Mirror	A	Art	U	5.00	4.00	2.50
Riptide	U	Ins	C	1.00	0.80	0.50
Runesword	A	Art	U	4.50	3.00	3.00
SafeHaven	L	L	R	7.88	7.00	7.00
Savaen Elves	G	Sum	C	1.00	1.00	0.50

CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Erosion	U	E	C	1.00	0.50	0.50
Eternal Flame	R	Sor	R	7.13	5.50	4.00
Exorcist	W	Sum	R	10.00	9.00	8.00
Fasting	W	E	U	4.00	3.00	2.00
Fellwar Stone	A	Art	U	4.25	4.00	3.30
Festival	W	Ins	C	1.00	1.00	0.50
Fire and Brimstone	W	Ins	U	3.25	2.00	2.00
Fire Drake	R	Sum	U	3.88	3.00	3.00
Fissure	R	Ins	C	1.00	1.00	0.50
Flood	U	E	U	3.88	3.00	2.30
Fountain of Youth	A	Art	U	4.75	4.00	2.50
Frankenstein's Monster	B	Sum	R	12.00	10.00	8.00
Gaea's Touch	G	E	C	1.00	0.80	0.50
Ghost Ship	U	Sum	C	1.00	1.00	0.50
Giant Shark	U	Sum	C	1.00	1.00	0.50
Goblin Caves	R	E	C	1.00	1.00	0.50
Goblin Digging Team	R	Sum	C	1.00	1.00	0.50
Goblin Hero	R	Sum	C	1.00	1.00	0.50
Goblin Rock Sled	R	Sum	C	1.00	0.50	0.50
Goblin Shrine	R	E	C	1.00	0.80	0.50
Goblin Wizard	R	Sum	R	8.75	7.80	6.00
Goblins of the Flarg	R	Sum	C	1.00	1.00	0.50
Grave Robbers	B	Sum	R	7.25	6.00	5.00
Hidden Path	G	E	R	7.50	6.50	5.50
Holy Light	W	Ins	C	1.00	1.00	0.50
Inferno	R	Ins	R	7.00	6.30	6.00
Inquisition	B	Sor	C	1.00	1.00	0.50
Knights of Thorn	W	Sum	R	7.75	6.00	5.30
Land Leeches	G	Sum	C	1.00	0.50	0.50
Leviathan	U	Sum	R	10.50	10.00	8.80

CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Scarecrow	A	Art	U	5.00	4.50	3.30
Scarwood Bandits	G	Sum	R	8.00	7.00	6.00
Scarwood Goblins	Gld	Sum	C	1.00	0.80	0.50
Scarwood Hag	G	Sum	U	3.00	2.00	2.00
Scavenger Folk	G	Sum	C	1.00	1.00	0.50
Season of the Witch	B	E	R	7.25	6.80	5.80
Sisters of the Flame	R	Sum	U	3.00	2.50	2.00
Skull of Orm	A	Art	U	4.75	4.00	3.30
Sorrow's Path	L	L	R	5.75	5.00	4.00
Splitting Slug	G	Sum	U	3.88	2.50	2.00
Squire	W	Sum	C	1.00	0.80	0.50
Standing Stones	A	Art	U	3.00	3.00	2.00
Stone Calendar	A	Art	R	10.00	7.00	6.00
Sunken City	U	E	C	1.00	0.50	0.50
Tangle Kelp	U	E	U	3.00	2.00	2.00
The Fallen	B	Sum	U	4.88	3.50	2.60
Tivadar's Crusade	W	Sor	U	4.00	3.50	3.00
Tormod's Crypt	A	Art	U	3.88	3.00	2.30
Tower of Coirall	A	Art	U	3.75	3.00	2.50
Tracker	G	Sum	R	8.00	7.00	7.00
Uncle Istvan	B	Sum	U	5.75	4.00	3.00
Venom	G	E	C	1.00	1.00	0.50
Wand of Ith	A	Art	U	4.50	3.00	3.00
War Barge	A	Art	U	4.50	4.00	3.30
Water Wurm	U	Sum	C	1.00	1.00	0.50
Whippoorwill	G	Sum	U	4.00	3.00	2.00
Witch Hunter	W	Sum	R	11.50	8.00	7.80
Word of Binding	B	Sor	C	1.00	1.00	0.50
Worms of the Earth	B	E	R	7.00	6.30	5.00
Wormwood Treefolk	G	Sum	R	6.00	5.00	5.00
TOTAL				499.38	417.30	342.00

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SCRYE PRICE GUIDE



Aeolipile	Be	R	4.00	3.00	↓	3.00
Armor Thrull-Dagger	B	C	0.40	0.20	↓	0.10
Armor Thrull-Sewer	B	C	0.40	0.20	↓	0.10
Armor Thrull-Spikes	B	C	0.40	0.20	↓	0.10
Armor Thrull-Sword	B	C	0.40	0.20	↓	0.10
Balm of Restoration	Be	R	3.50	3.00	↓	1.80
Basal Thrull-Blue face	B	C	0.40	0.20	↓	0.10
Basal Thrull-Nose	B	C	0.40	0.20	↓	0.10
Basal Thrull-sunbeams	B	C	0.40	0.20	↓	0.10
Basal Thrull-Hanging	B	C	0.40	0.20	↓	0.10
Bottomless Vault	L	R	5.00	4.00	↓	3.00
Brassclaw Orcs-Dance	R	C	0.40	0.20	↓	0.10
Brassclaw Orcs-Pike	R	C	0.40	0.20	↓	0.10
Brassclaw Orcs-Pointing	R	C	0.40	0.20	↓	0.10
Brassclaw Orcs-Winged Helm	R	C	0.40	0.20	↓	0.10
Breeding Pit	B	U	2.80	2.00	↓	2.00
Combat Medic-Armband	W	C	0.50	0.30	↓	0.10
Combat Medic-Mystic	W	C	0.50	0.30	↓	0.10
Combat Medic-Pikemen	W	C	0.50	0.30	↓	0.10
Combat Medic-Riding	W	C	0.50	0.30	↓	0.10
Conch Horn	Be	R	4.00	3.00	↓	2.50
Deep Spawn	U	U	3.10	2.00	↓	2.00
Delif's Cone	Be	C	2.00	0.80	↓	0.50
Delif's Cube	Be	R	4.50	4.00	↓	3.00
Derelor	B	R	4.50	4.00	↓	4.00
Draconian Cylx	Be	R	4.50	4.00	↓	3.00
Dwarven Armorer	R	R	4.50	3.00	↓	2.50
Dwarven Catapult	R	U	1.80	1.00	↓	1.00
Dwarven Hold	L	R	4.00	4.00	↓	3.30
Dwarven Lieutenant	R	U	1.00	1.00	↓	0.60
Dwarven Ruins	L	U	2.80	2.00	↓	2.00
Dwarven Soldier-Blur	R	C	0.40	0.20	↓	0.10
Dwarven Soldier-Dragon	R	C	0.40	0.20	↓	0.10
Dwarven Soldier-Two	R	C	0.40	0.20	↓	0.10
Ebon Praetor	B	R	6.00	5.00	↓	5.00
Ebon Stronghold	L	U	3.00	2.50	↑	2.00
Elven Fortress-Gate	G	C	0.50	0.30	↓	0.10
Elven Fortress-Hut	G	C	0.50	0.30	↓	0.10
Elven Fortress-Path	G	C	0.50	0.30	↓	0.10
Elven Fortress-Stream	G	C	0.50	0.30	↓	0.10
Elven Lyre	Be	R	4.50	4.00	↓	3.00
Elvish Farmer	G	R	4.00	4.00	↓	4.00

CARD NAME	COLOR	RARITY	UPPER	MEDIAN	LOWER
Elvish Hunter-Kneeling	G	C	0.50	0.30	↓ 0.10
Elvish Hunter-Profile	G	C	0.50	0.30	↓ 0.10
Elvish Hunter-Torso	G	C	0.50	0.30	↓ 0.10
Elvish Scout-Female	G	C	0.50	0.30	↓ 0.10
Elvish Scout-Green	G	C	0.50	0.30	↓ 0.10
Elvish Scout-Orange	G	C	0.40	0.20	↓ 0.10
Farrel's Mantle	W	U	1.80	1.00	↓ 1.00
Farrel's Zealot-Knives	W	C	0.50	0.40	↓ 0.10
Farrel's Zealot-Bald Man	W	C	0.50	0.40	↓ 0.10
Farrel's Zealot-White hair	W	C	0.50	0.40	↓ 0.10
Farrelite Priest	W	U	1.00	1.00	↓ 1.00
Feral Thallid	G	U	2.00	1.50	↓ 1.00
Fungal Bloom	G	R	5.50	4.00	↓ 3.50
Goblin Chirurgeon-Cutting leg	R	C	0.50	0.50	↓ 0.20
Goblin Chirurgeon-Elf	R	C	0.50	0.50	↓ 0.20
Goblin Chirurgeon-Needle	R	C	0.50	0.50	↓ 0.20
Goblin Flotilla	R	R	4.50	4.00	↓ 3.50
Goblin Grenade-Dwarf	R	C	0.50	0.40	↓ 0.10
Goblin Grenade-Fireworks	R	C	0.50	0.40	↓ 0.10
Goblin Grenade-Spike	R	C	0.50	0.40	↓ 0.10
Goblin Kites	R	U	1.00	0.80	↓ 0.50
Goblin War Drums-Hair tied up	R	C	0.50	0.30	↓ 0.10
Goblin War Drums-Big drum	R	C	0.50	0.30	↓ 0.10
Goblin War Drums-blur	R	C	0.50	0.30	↓ 0.10
Goblin War Drums-Skull drums	R	C	0.50	0.30	↓ 0.10
Goblin Warrens	R	R	7.00	4.00	↓ 4.00
Hand of Justice	W	R	8.00	6.00	↓ 4.00
Havenwood Battleground	L	U	3.00	3.00	↓ 2.30
Heroism	W	U	1.00	1.00	↓ 1.00
High Tide-Blur	U	C	0.50	0.30	↓ 0.10
High Tide-Merfolk	U	C	0.50	0.30	↓ 0.10
High Tide-Sea Life	U	C	0.50	0.30	↓ 0.10
Hollow Trees	L	R	4.50	4.00	↓ 3.50
Homarid-Eye Stalks	U	C	0.40	0.20	↓ 0.10
Homarid-Open Claws	U	C	0.40	0.20	↓ 0.10
Homarid-Pikeman	U	C	0.40	0.20	↓ 0.10
Homarid-Lobster	U	C	0.40	0.20	↓ 0.10
Homarid Shaman	U	C	2.50	0.80	↓ 0.50
Homarid Spawning Bed	U	U	1.40	1.00	↓ 1.00
Homarid Warrior-Brown	U	C	0.50	0.40	↓ 0.10
Homarid Warrior-Serpent	U	C	0.50	0.40	↓ 0.10
Homarid Warrior-Shell	U	C	0.50	0.40	↓ 0.10
Hymn to Tourach-Circle	B	C	0.50	0.40	↓ 0.10
Hymn to Tourach-Cape	B	C	0.50	0.40	↓ 0.10
Hymn to Tourach-Table	B	C	0.50	0.40	↓ 0.10
Hymn to Tourach-Wolf	B	C	0.50	0.40	↓ 0.10
Icatian Infantry-Crosses	W	C	0.40	0.30	↓ 0.10
Icatian Infantry-Halberds	W	C	0.40	0.30	↓ 0.10
Icatian Infantry-Horns	W	C	0.40	0.30	↓ 0.10
Icatian Infantry-Shields	W	C	0.50	0.30	↓ 0.10
Icatian Javelineers-Chest	W	C	0.50	0.30	↓ 0.10
Icatian Javelineers-Clothes	W	C	0.50	0.30	↓ 0.10
Icatian Javelineers-Red Hair	W	C	0.50	0.30	↓ 0.10
Icatian Lieutenant	R	R	4.00	3.00	↓ 2.00
Icatian Moneychanger-Scale	W	C	0.50	0.30	↓ 0.10
Icatian Moneychanger-Chest	W	C	0.50	0.30	↓ 0.10

MAGIC: FALLEN EMPIRES

Icatian Moneychanger-Blurred	W	C	0.50	0.30	↓	0.10
Icatian Phalanx	W	U	1.00	1.00	↓	1.00
Icatian Priest	W	U	1.80	1.00	↓	1.00
Icatian Scout-Cliffs	W	C	0.50	0.40	↓	0.10
Icatian Scout-Grass	W	C	0.50	0.40	↓	0.10
Icatian Scout-Forest	W	C	0.50	0.40	↓	0.10
Icatian Scout-Wings	W	C	0.50	0.40	↓	0.10
Icatian Skirmishers	W	R	5.50	4.00	↓	4.00
Icatian Store	W	R	4.50	4.00	↓	3.50
Icatian Town	L	R	5.50	4.00	↓	4.00
Implements of Sacrifice	Be	R	4.00	4.00	↓	2.50
Initiates of the Ebon Hand-Lady	B	C	0.50	0.40	↓	0.10
Initiates of the Ebon Hand-Eye	B	C	0.50	0.40	↓	0.10
Initiates of the Ebon Hand-Mob	B	C	0.50	0.40	↓	0.10
Merseine-Cage	U	C	0.50	0.30	↓	0.10
Merseine-Net	U	C	0.50	0.30	↓	0.10
Merseine-Fish	U	C	0.50	0.30	↓	0.10
Merseine-Throwing Net	U	C	0.50	0.30	↓	0.10
Mindstab Thrull-Old Man	B	C	0.50	0.30	↓	0.10
Mindstab Thrull-Running	B	C	0.50	0.30	↓	0.10
Mindstab Thrull-Arms	B	C	0.50	0.30	↓	0.10
Necrite-Green	B	C	0.50	0.40	↓	0.10
Necrite-Sea Monkeys	B	C	0.50	0.40	↓	0.10
Necrite-Tongue	B	C	0.50	0.40	↓	0.10
Night Soil-Blur	G	C	0.50	0.30	↓	0.10
Night Soil-Fungus	G	C	0.50	0.30	↓	0.10
Night Soil-Rake	G	C	0.50	0.30	↓	0.10
Orcish Captain	R	U	1.00	1.00	↓	0.60
Orcish Spy-Telescope	R	C	0.50	0.30	↓	0.10
Orcish Spy-Map	R	C	0.50	0.30	↓	0.10
Orcish Spy-Eye patch	R	C	0.50	0.30	↓	0.10
Orcish Veteran-Armor	R	C	0.50	0.30	↓	0.10
Orcish Veteran-Army	R	C	0.50	0.30	↓	0.10
Orcish Veteran-Hooded	R	C	0.50	0.30	↓	0.10
Orcish Veteran-Hair tied up	R	C	0.50	0.30	↓	0.10

CARD NAME	COLOR	RARITY	UPPER	MEDIAN	LOWER	
Order of Leitbur-Flag	W	C	0.50	0.40	↓	0.10
Order of Leitbur-Shield	W	C	0.50	0.40	↓	0.10
Order of Leitbur-Calvary	W	C	0.50	0.40	↓	0.10
Order of the Ebon Hand-Sword	B	C	0.50	0.40	↓	0.10
Order of the Ebon Hand-Centaur	B	C	0.50	0.40	↓	0.10
Order of the Ebon Hand-Shield	B	C	0.50	0.40	↓	0.10
Orgg	R	R	4.00	4.00		2.50
Raiding Party	R	U	1.80	1.00	↓	1.00
Rainbow Vale	L	R	4.50	4.00	↓	3.80
Ring of Renewal	Be	R	4.00	4.00		3.00
River Merfolk	U	R	5.00	4.00	↓	4.00
Ruins of Trokair	L	U	2.80	2.00		2.00
Sand Silos	L	R	5.00	4.00	↓	3.50
Seasinger	U	U	2.00	2.00	↓	2.00
Soul Exchange	B	U	2.00	1.80	↓	1.10
Spirit Shield	Be	R	4.00	3.00	↓	2.80
Spore Cloud-Man	G	C	0.50	0.40	↓	0.20
Spore Cloud-Spike	G	C	0.40	0.20	↓	0.10
Spore Cloud-Explosion	G	C	0.40	0.20	↓	0.10
Spore Flower	G	U	2.00	1.50	↓	0.90
Svelunite Priest	U	U	1.80	1.00	↓	1.00
Svelunite Temple	L	U	2.80	2.00		1.60
Thallid-Mushroom	G	C	0.50	0.40	↓	0.10
Thallid-Octopus	G	C	0.50	0.40	↓	0.10
Thallid-Snout	G	C	0.50	0.40	↓	0.10
Thallid-Cyclops	G	C	0.50	0.40	↓	0.10
Thallid Devourer	G	U	1.80	1.00	↓	1.00
Thelon's Chant	G	U	1.80	1.00	↓	1.00
Thelon's Curse	G	R	4.50	3.00	↓	2.00
Thelonite Druid	G	U	2.00	2.00	↓	1.30
Thelonite Monk	G	R	5.00	4.00		3.00
Thorn Thallid-Mist	G	C	0.50	0.30	↓	0.10
Thorn Thallid-Arms	G	C	0.50	0.30	↓	0.10
Thorn Thallid-Teeth	G	C	0.50	0.30	↓	0.10
Thorn Thallid-Armadillo	G	C	0.50	0.30	↓	0.10
Thrull Champion	B	R	6.00	4.00	↓	4.00
Thrull Retainer	B	U	2.00	2.00		1.60
Thrull Wizards	B	U	1.00	1.00		1.00
Tidal Flats-Cracked	U	C	0.40	0.20	↓	0.10
Tidal Flats-Raised horizon	U	C	0.40	0.20	↓	0.10
Tidal Flats-Low Horizon	U	C	0.40	0.20	↓	0.10
Tidal Influence	U	U	1.80	1.00		1.00
Tourach's Chant	B	U	2.00	1.50	↓	1.00
Tourach's Gate	B	R	4.50	3.50	↓	2.50
Vodalian Knights	U	R	6.00	5.00		4.00
Vodalian Mage-Green	U	C	0.50	0.30	↓	0.10
Vodalian Mage-Blue	U	C	0.50	0.30	↓	0.10
Vodalian Mage-White	U	C	0.50	0.30	↓	0.10
Vodalian Soldiers-Shark	U	C	0.40	0.20	↓	0.10
Vodalian Soldiers-Trident	U	C	0.40	0.20	↓	0.10
Vodalian Soldiers-Ship	U	C	0.40	0.20	2	0.10
Vodalian Soldiers-Rapier	U	C	0.40	0.20	2	0.10
Vodalian War Machine	U	R	5.50	5.00		4.00
Zelyon Sword	Be	R	4.50	3.00	2	3.00
TOTAL			286.90	218.80		165.60

TOTAL 286.90 218.80 165.60

Antiquities Arabian Nights THE DARK Fallen Empires

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SCRYE PRICE GUIDE



Target creature gets +2 +2 as long as any opponent controls any blue cards. That creature cannot be blocked by blue creatures.

1-8 The target artifact, creature, or land.
2-8 creatures who first found it called to the Throne Guard. Not a bad name. (1-8)
-Artemis, Daphne, Solene, Medusa

MAGIC: ICE AGE

Abyssal Specter	B	Sum	U	3.00	3.00	2.00
Adarkar Sentinel	A	Art	U	3.50	3.00	2.00
Adarkar Unicorn	W	Sum	C	0.50	0.50	0.30
Adarkar Wastes	L	Lnd	R	6.50	5.00	4.00
Aegis of the Meek	A	Art	R	6.50	5.00	4.00
Aggression	R	E	U	3.50	3.00	2.00
Altar of Bone	Gld	Sor	R	8.00	6.00	4.80
Amulet of Quoz	A	Art	R	5.00	5.00	4.00
Anarchy	R	Sor	U	3.50	2.00	1.10
Arctic Foxes	W	Sum	C	0.50	0.50	0.30
Arcum's Sleigh	A	Art	U	3.50	3.00	1.80
Arcum's Weathervane	A	Art	U	3.00	3.00	2.00
Arcum's Whistle	A	Art	U	3.00	3.00	2.00
Arenson's Aura	W	E	C	0.50	0.50	0.30
Armor of Faith	W	E	C	0.50	0.50	0.30
Arnjlot's Ascent	U	E	C	0.50	0.50	0.30
Ashen Ghoul	B	Sum	U	3.30	2.80	2.00
Aurochs	G	Sum	C	0.50	0.50	0.30
Avalanche	R	Sor	U	3.00	2.50	1.00
Balduvian Barbarians	R	Sum	C	0.50	0.50	0.30
Balduvian Bears	G	Sum	C	0.50	0.50	0.30
Balduvian Conjurer	U	Sum	U	3.00	2.50	1.80
Balduvian Hydra	R	Sum	R	8.30	6.80	4.80
Balduvian Shaman	U	Sum	C	0.50	0.50	0.30
Barbarian Guides	R	Sum	C	0.50	0.50	0.30
Barbed Sextant	A	Art	C	0.90	0.50	0.30
Baton of Morale	A	Art	U	3.50	3.00	2.00
Battle Cry	W	Ins	U	2.50	1.00	1.00
Battle Frenzy	R	Ins	C	0.50	0.50	0.30
Binding Grasp	U	E	U	3.00	2.80	1.80
Black Scarab	W	E	U	3.00	2.30	1.00
Blessed Wine	W	Ins	C	0.50	0.50	0.30
Blinking Spirit	W	Sum	R	8.00	6.00	5.50
Blizzard	G	E	R	5.50	5.00	4.00
Blue Scarab	W	E	U	3.00	2.30	1.00
Bone Shaman	R	Sum	C	0.50	0.50	0.30
Brainstorm	U	Ins	C	0.50	0.50	0.30
Brand of Ill Omen	R	E	R	7.00	6.00	5.00
Breath of Dreams	U	E	U	3.00	2.50	1.40
Brine Shaman	B	Sum	C	0.50	0.50	0.30
Brown Ouphe	G	Sum	C	0.50	0.50	0.30
Brushland	L	Lnd	R	6.50	5.00	4.00
Burnt Offering	B	Int	C	0.50	0.50	0.30
Call to Arms	W	E	R	7.00	5.00	4.00
Caribou Range	W	E	R	6.50	5.00	5.00
Celestial Sword	A	Art	R	6.00	5.00	4.50
Centaur Archer	Gld	Sum	U	3.00	2.50	1.40
Chaos Lord	R	Sum	R	8.00	7.00	5.00
Chaos Moon	R	E	R	6.00	5.00	4.00
Chromatic Armor	Gld	E	R	7.00	5.00	4.50
Chub Toad	G	Sum	C	0.50	0.50	0.30
Circle of Prot: Black	W	E	C	0.50	0.40	0.30

Flooded Woodlands	Gld	E	R	7.00	5.00	4.00
Flow of Maggots	B	Sum	R	7.00	5.00	4.00
Folk of the Pines	G	Sum	C	0.60	0.50	0.30
Forbidden Lore	G	E	R	6.50	5.00	4.00
Force Void	U	Int	U	3.00	2.00	1.00
Forest (A)	L	Lnd	C	0.40	0.20	0.10
Forest (B)	L	Lnd	C	0.40	0.20	0.10
Forest (C)	L	Lnd	C	0.40	0.20	0.10
Forgotten Lore	G	Sor	U	3.00	3.00	2.00
Formation	W	Ins	R	7.00	5.00	4.00
Foul Familiar	B	Sum	C	0.50	0.50	0.30
Foxfire	G	Ins	C	0.50	0.50	0.30
Freyalise Supplicant	G	Sum	U	3.00	2.50	1.00
Freyalise's Charm	G	E	U	3.00	2.50	1.00
Freyalise's Winds	G	E	R	6.50	5.00	4.00
Fumarole	Gld	Sor	U	3.00	3.00	2.40
Fylgja	W	E	C	0.50	0.50	0.30
Fyndhorn Bow	A	Art	U	3.00	3.00	1.80
Fyndhorn Brownie	G	Sum	C	0.50	0.50	0.30
Fyndhorn Elder	G	Sum	U	3.10	3.00	1.80
Fyndhorn Elves	G	Sum	C	0.50	0.50	0.30
Fyndhorn Pollen	G	E	R	6.00	4.00	4.00
Game of Chaos	R	Sor	R	7.00	5.00	4.00
Gangrenous Zombies	B	Sum	C	0.50	0.50	0.30
Gaze of Pain	B	Sor	C	0.50	0.50	0.30
General Jarkeld	W	Sum	R	9.50	6.00	4.50
Ghostly Flame	Gld	E	R	10.00	5.50	5.00
Giant Growth	G	Ins	C	0.50	0.50	0.30
Giant Trap Door Spider	Gld	Sum	U	3.00	3.00	2.00
Glacial Chasm	L	Lnd	U	3.00	3.00	2.00
Glacial Crevasses	R	E	R	6.50	4.50	4.00
Glacial Wall	U	Sum	U	3.00	2.50	1.00
Glaciers	Gld	E	R	7.00	4.00	3.50
Goblin Lyre	A	Art	R	6.50	5.00	4.00
Goblin Mutant	R	Sum	U	3.00	2.50	1.90
Goblin Sappers	R	Sum	C	0.50	0.50	0.30
Goblin Ski Patrol	R	Sum	C	0.50	0.50	0.30
Goblin Snowman	R	Sum	U	4.00	3.00	1.50
Gorilla Pack	G	Sum	C	0.50	0.50	0.30
Gravebind	B	Ins	R	6.50	4.00	4.00
Green Scarab	W	E	U	3.00	2.00	1.00
Grizzled Wolverine	R	Sum	C	0.50	0.50	0.30
Hallowed Ground	W	E	U	3.00	3.00	1.00
Halls of Mist	L	Lnd	R	5.00	4.00	4.00
Heal	W	Ins	C	0.50	0.40	0.30
Hecatomb	B	E	R	9.50	6.50	5.00

CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Circle of Prot: Blue	W	E	C	0.50	0.40	0.30
Circle of Prot: Green	W	E	C	0.50	0.40	0.30
Circle of Prot: Red	W	E	C	0.50	0.40	0.30
Circle of Prot: White	W	E	C	0.50	0.40	0.30
Clairvoyance	U	Ins	C	0.50	0.50	0.30
Cloak of Confusion	B	E	C	0.50	0.50	0.30
Cold Snap	W	E	U	3.00	2.50	1.00
Conquer	R	E	U	3.00	2.80	1.90
Cooperation	W	E	C	0.50	0.50	0.30
Counterspell	U	Int	C	1.00	0.50	0.40
Crown of the Ages	A	Art	R	8.00	6.00	5.00
Curse of Marit Lage	R	E	R	8.50	5.50	5.00
Dance of the Dead	B	E	U	3.00	2.50	1.40
Dark Banishing	B	Ins	C	0.50	0.50	0.30
Dark Ritual	B	Int	C	0.50	0.50	0.30
Death Ward	W	Ins	C	0.50	0.50	0.30
Deflection	U	Int	R	8.00	8.00	6.00
Demonic Consultation	B	Ins	U	3.00	3.00	1.80
Despotic Scepter	A	Art	R	7.00	4.00	4.00
Diabolic Vision	Gld	Sor	U	3.00	3.00	2.00
Dire Wolves	G	Sum	C	0.50	0.50	0.30
Disenchant	W	Ins	C	0.50	0.50	0.30
Dread Wight	B	Sum	R	7.60	6.00	5.00
Dreams of the Dead	U	E	U	3.00	2.50	1.40
Drift of the Dead	B	Sum	U	3.00	2.00	1.50
Drought	W	E	U	3.00	3.00	1.00
Dwarven Armory	R	E	R	6.50	5.50	4.80
Earthlink	Gld	R	R	6.50	5.00	4.80
Earthlore	G	E	C	0.50	0.50	0.30
Elder Druid	G	Sum	R	8.00	6.00	5.00
Elemental Augury	Gld	E	R	5.80	5.00	4.00
Elkin Bottle	A	Art	R	7.50	5.30	4.00
Elvish Healer	W	Sum	C	0.50	0.50	0.30
Enduring Renewal	W	E	R	9.50	6.00	5.00
Energy Storm	W	E	R	9.00	5.00	5.00
Enervate	U	Ins	C	0.50	0.50	0.30
Errant Minion	U	E	C	0.50	0.50	0.30
Errantry	R	E	C	0.50	0.50	0.30
Essence Filter	G	Sor	C	0.50	0.50	0.30
Essence Flare	U	E	C	0.50	0.50	0.30
Essence Vortex	Gld	Ins	U	3.00	3.00	2.00
Fanatical Fever	G	Ins	U	3.00	3.00	2.00
Fear	B	E	C	0.50	0.50	0.30
Flery Justice	Gld	Sor	R	5.80	5.00	4.00
Fire Covenant	Gld	Ins	U	4.00	3.00	2.90
Flame Spirit	R	Sum	U	3.00	2.50	1.40
Flare	R	Ins	C	0.50	0.40	0.30

CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Hematite Talisman	A	Art	U	3.00	2.50	2.00
Hipparion	W	Sum	U	3.00	3.00	1.50
Hoar Shade	B	Sum	C	0.50	0.50	0.30
Hot Springs	G	E	R	6.50	5.00	4.00
Howl from Beyond	B	Ins	C	0.50	0.50	0.30
Hurricane	G	Sor	U	3.00	2.30	1.00
Hyalopterous Lemure	B	Sum	U	4.00	3.00	2.00
Hydroblast	U	Int	C	0.50	0.50	0.30
Hymn of Rebirth	Gld	Sor	U	3.30	3.00	2.00
Ice Cauldron	A	Art	R	7.50	5.00	4.30
Ice Floe	L	Lnd	U	4.00	3.00	2.80
Iceberg	U	E	U	3.00	2.50	1.40
Icequake	B	Sor	U	3.00	3.00	2.00
Icy Manipulator	A	Art	U	11.50	6.50	5.00
Icy Prison	U	E	R	7.00	5.00	4.00
Illusionary Forces	U	Sum	C	0.50	0.50	0.30
Illusionary Presence	U	Sum	R	7.00	5.00	4.00
Illusionary Terrain	U	E	U	3.00	2.50	1.50
Illusionary Wall	U	Sum	C	0.50	0.50	0.30
Illusions of Grandeur	U	E	R	8.50	4.50	4.00
Imposing Visage	R	E	C	0.50	0.50	0.30
Incinerate	R	Ins	C	1.00	0.50	0.30
Infernal Darkness	B	E	R	7.50	5.00	4.00
Infernal Denizen	B	Sum	R	8.00	6.50	5.00
Infinite Hourglass	A	Art	R	7.00	5.00	4.50
Infuse	U	Ins	C	0.50	0.50	0.30
Island (A)	L	Lnd	C	0.50	0.30	0.10
Island (B)	L	Lnd	C	0.50	0.30	0.10
Island (C)	L	Lnd	C	0.50	0.30	0.10
Jester's Cap	A	Art	R	20.00	12.00	9.50
Jester's Mask	A	Art	R	20.00	12.00	9.00
Jeweled Amulet	A	Art	U	4.00	3.00	2.00
Johtull Wurm	G	Sum	U	3.00	2.00	1.50
Jokulhaups	R	Sor	R	7.50	6.00	5.00
Juniper Order Druid	G	Sum	C	0.50	0.50	0.30
Justice	W	E	U	4.00	3.00	3.00
Karplusan Forest	L	Lnd	R	6.50	5.00	4.00
Karplusan Giant	R	Sum	U	4.00	2.80	2.00
Karplusan Yeti	R	Sum	R	7.50	5.00	5.00
Kelsinko Ranger	W	Sum	C	0.50	0.40	0.30
Kjeldoran Dead	B	Sum	C	0.50	0.50	0.30
Kjeldoran Elite Guard	W	Sum	U	3.00	3.00	1.80
Kjeldoran Frostbeast	Gld	Sum	U	3.50	3.00	1.80
Kjeldoran Guard	W	Sum	C	0.50	0.40	0.30
Kjeldoran Knight	W	Sum	R	6.00	5.50	4.80
Kjeldoran Phalanx	W	Sum	R	7.50	5.00	5.00
Kjeldoran Royal Guard	W	Sum	R	7.30	6.00	4.80

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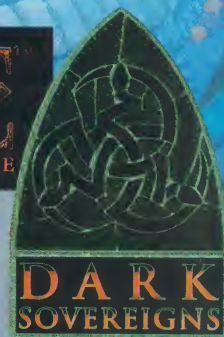
Chronicles

This is an assortment of 100 or so of the best cards not currently in Fourth Edition. They come from the earlier out-of-print Magic: The Gathering™ sets including *Arabian Nights*, *Antiquities*, *Legends*, and *The Dark*. These reprinted cards are white-bordered and retain the expansion set symbol. *Chronicles* comes in 12-card booster packs.

Vampire: The Eternal Struggle

V:TES is the exciting collectible card game of Gothic intrigue based on *Vampire: The Masquerade* from White Wolf. Coming in July, V:TES consists of over 400 cards set in a variety of new sensual textures. Sharpen those fangs and order today!

Dark Sovereigns, the first expansion for V:TES, reveals the sinister designs of the eternal struggle with the grace and style of the Old Country. New clans, new vampire disciplines, new powerful vampires, and new locations are brought into play, allowing players to experience the elegant vampires and twisted politics of Europe. These cards are also compatible with your Jyhad cards.



Everway



This game is set in the limitless world of fantasy and imagination. What makes this fantasy role-playing game so unique is its use of original art trading cards instead of dice to guide the game. Image Cards are used to create characters and launch adventures. The Fortune Deck is a set of symbolic cards that help the gamemaster determine fates and the general play of the game. **Everway** comes ready to play in a boxed set which includes complete rulebooks for players and gamemasters, over 90 Image Cards, a 36-card Fortune Deck, an introductory adventure, 12 ready-to-run heroes, hero sheets and a Fortune Deck guide.

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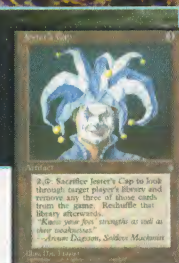
Kjeldoran Skycaptain	W	Sum	U	4.00	3.00	2.50
Kjeldoran Skyknight	W	Sum	C	1.00	0.50	0.30
Kjeldoran Warrior	W	Sum	C	0.50	0.50	0.30
Knight of Stromgald	B	Sum	U	3.00	2.00	1.30
Krovikan Elementalist	B	Sum	U	3.00	2.50	1.00
Krovikan Fetish	B	E	C	0.50	0.50	0.30
Krovikan Sorcerer	U	Sum	C	0.50	0.50	0.30
Krovikan Vampire	B	Sum	U	4.00	3.00	3.00
Land Cap	L	Lnd	R	5.80	5.00	4.80
Lapis Lazuli Talisman	A	Art	U	3.00	3.00	2.00
Lava Burst	R	Sor	C	0.60	0.50	0.30
Lava Tubes	L	Lnd	R	5.80	5.00	4.00
Legions of Lim-Dul	B	Sum	C	0.50	0.50	0.30
Leshrac's Rite	B	E	U	3.00	2.50	1.00
Leshrac's Sigil	B	E	U	3.00	2.50	1.40
Lhurgoyf	G	Sum	R	9.30	7.50	6.00
Lightning Blow	W	Ins	R	6.50	5.00	4.00
Lim-Dul's Cohort	B	Sum	C	0.50	0.50	0.30
Lim-Dul's Hex	B	E	U	3.00	2.50	1.00
Lost Order of Jarkeld	W	Sum	R	7.80	6.00	5.00
Lure	G	E	U	3.00	2.30	1.40
Maddening Wind	G	E	U	3.00	2.50	1.00
Magus of the Unseen	U	Sum	R	8.00	5.00	5.00
Malachite Talisman	A	Art	U	3.00	3.00	2.00
Martian Stromgald	R	Sum	R	10.00	7.50	6.00
Melee	R	Ins	U	4.00	3.00	1.50
Melting	R	E	U	3.00	2.50	1.00
Mercenaries	W	Sum	R	7.50	4.50	4.00
Merieke Ri Berit	Gld	Sum	R	8.00	8.00	5.50
Mesmeric Trance	U	E	R	6.50	5.00	4.00
Meteor Shower	R	Sor	C	0.50	0.50	0.30
Mind Ravel	B	Sor	C	0.50	0.50	0.30
Mind Warp	B	Sor	U	3.00	3.00	3.00
Mind Whip	B	E	R	6.30	4.80	4.00
Minion of Leshrac	B	Sum	R	9.50	8.00	7.50
Minion of Tevesh Szat	B	Sum	R	7.00	6.00	5.00
Mistfolk	U	Sum	C	0.50	0.50	0.30
Mole Worms	B	Sum	U	3.00	2.50	1.00
Monsoon	Gld	E	R	7.00	5.00	4.50
Moor Fiend	B	Sum	C	0.50	0.50	0.30
Mountain (A)	L	Lnd	C	0.40	0.20	0.10
Mountain (B)	L	Lnd	C	0.40	0.20	0.10
Mountain (C)	L	Lnd	C	0.40	0.20	0.10
Mountain Goat	R	Sum	C	0.50	0.50	0.30
Mountain Titan	Gld	Sum	R	7.00	5.00	4.80
Mudslide	R	E	R	6.50	5.00	4.00
Musician	U	Sum	R	7.50	5.00	4.50
Mystic Might	U	E	R	6.50	5.00	4.00
Mystic Remora	U	E	C	0.50	0.50	0.30
Nacre Talisman	A	Art	U	3.00	3.00	2.00
Naked Singularity	A	Art	R	8.00	5.00	4.30
Nature's Lore	G	Sor	U	3.00	2.50	1.00
Necropotence	B	E	R	7.30	4.00	4.00
Norrith	B	Sum	C	0.50	0.50	0.30
Oath of Lim-Dul	B	E	R	6.50	5.00	4.00
Onyx Talisman	A	Art	U	3.00	3.00	2.00
Orcish Cannoneers	R	Sum	U	3.00	2.00	1.00
Orcish Conscripts	R	Sum	C	0.50	0.50	0.30
Orcish Farmer	R	Sum	C	0.50	0.50	0.30
Orcish Healer	R	Sum	U	3.00	2.00	1.30
Orcish Librarian	R	Sum	R	7.30	4.00	3.00
Orcish Lumberjack	R	Sum	C	0.80	0.50	0.30
Orcish Squatters	R	Sum	R	6.50	5.00	4.80
Order of the Sacred Torch	W	Sum	R	7.50	5.00	4.00

CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Order of the White Shield	W	Sum	U	3.00	3.00	1.80
Pale Bears	G	Sum	R	5.50	5.00	4.00
Panic	R	Ins	C	0.50	0.50	0.30
Pentagram of the Ages	A	Art	R	9.50	6.00	5.30
Pestilence Rats	B	Sum	C	0.50	0.50	0.30
Phantasmal Mount	U	Sum	U	4.00	3.00	2.00
Pit Trap	A	Art	U	3.50	3.00	2.00
Plains (A)	L	Lnd	C	0.40	0.20	0.10
Plains (B)	L	Lnd	C	0.40	0.20	0.10
Plains (C)	L	Lnd	C	0.40	0.20	0.10
Polar Kraken	U	Sum	R	10.00	10.00	9.50
Portent	U	Sor	C	0.50	0.50	0.30
Power Sink	U	Int	C	0.50	0.50	0.30
Pox	B	Sor	R	7.00	5.00	4.50
Prismatic Ward	W	E	C	0.50	0.50	0.30
Pygmy Allosaurus	G	Sum	R	6.50	5.00	4.50
Pyknite	G	Sum	C	0.50	0.50	0.30
Pyroblast	R	Int	C	0.50	0.50	0.30
Pyroclasm	R	Sor	U	3.00	3.00	2.00
Rally	W	Ins	C	0.50	0.40	0.30
Ray of Command	U	Ins	C	0.50	0.50	0.30
Ray of Erasure	U	Ins	C	0.50	0.50	0.30
Reality Twist	U	E	R	7.00	5.00	4.00
Reclamation	Gld	E	R	6.50	5.00	4.00
Red Scarab	W	E	U	3.00	2.50	1.50
Regeneration	G	E	C	0.50	0.50	0.30
Rime Dryad	G	Sum	C	0.50	0.50	0.30
Ritual of Subdual	G	E	R	6.50	5.00	4.00
River Delta	L	Lnd	R	5.80	5.00	4.80
Runed Arch	A	Art	R	7.30	5.00	5.00
Sabretooth Tiger	R	Sum	C	0.50	0.50	0.30
Sacred Boon	W	Ins	U	4.00	3.00	1.90
Scaled Wurm	G	Sum	C	1.00	0.50	0.30
Sea Spirit	U	Sum	U	3.00	2.50	1.00
Seizures	B	E	C	0.50	0.50	0.30

MAGIC: ICE AGE

Seraph	W	Sum	R	10.00	9.00	7.60
Shambling Strider	G	Sum	C	0.60	0.50	0.30
Shatter	R	Ins	C	0.50	0.50	0.30
Shield Bearer	W	Sum	C	0.50	0.40	0.30
Shield of the Ages	A	Art	U	3.30	3.00	2.00
Shyft	U	Sum	R	6.50	5.50	4.80
Sibilant Spirit	U	Sum	R	6.60	6.00	5.00
Silver Erne	U	Sum	U	4.00	2.80	2.00
Skeleton Ship	Gld	Sum	R	8.00	7.50	5.00
Skull Catapult	A	Art	U	3.00	3.00	1.80
Sleight of Mind	U	Int	U	4.00	3.00	2.80
Snow Devil	U	E	C	0.50	0.40	0.30
Snow Fortress	A	Art	R	6.50	6.00	4.50
Snow Hound	W	Sum	U	3.50	3.00	1.50
Snow-Covered Forest	L	Lnd	C	0.80	0.50	0.30
Snow-Covered Island	L	Lnd	C	0.80	0.50	0.30
Snow-Covered Mountain	L	Lnd	C	0.80	0.50	0.30
Snow-Covered Plains	L	Lnd	C	0.80	0.50	0.30
Snow-Covered Swamp	L	Lnd	C	0.80	0.50	0.30
Snowblind	G	E	R	5.30	5.00	4.00
Snowfall	U	E	C	0.50	0.50	0.30
Soldevi Golem	A	Art	R	6.80	5.00	4.50
Soldevi Machinist	U	Sum	U	3.00	2.50	1.00
Soldevi Simulacrum	A	Art	U	3.50	3.00	2.00
Songs of the Damned	B	Int	C	0.50	0.50	0.30
Soul Barrier	U	E	U	3.00	3.00	1.00
Soul Burn	B	Sor	C	0.50	0.50	0.30
Soul Kiss	B	E	C	0.50	0.50	0.30
Spectral Shield	Gld	E	U	3.30	3.00	2.00
Spoils of Evil	B	Int	R	7.00	5.00	4.50
Spoils of War	B	Sor	R	7.00	5.00	4.50
Staff of the Ages	A	Art	R	7.50	4.50	4.00
Stampede	G	Ins	R	8.50	6.50	5.40
Stench of Evil	B	Sor	U	3.30	2.80	1.50
Stone Rain	R	Sor	C	0.50	0.50	0.30
Stone Spirit	R	Sum	U	3.30	2.50	1.50
Stonehands	R	E	C	0.50	0.50	0.30
Storm Spirit	Gld	Sum	R	7.00	6.00	5.00
Stormbind	Gld	E	R	9.00	6.00	5.00
Stromgald Cabal	B	Sum	R	7.30	5.00	4.00
Stunted Growth	G	Sor	R	7.00	4.00	4.00
Sulfurous Springs	L	Lnd	R	6.50	5.00	4.00
Sunstone	A	Art	U	3.00	3.00	2.00
Swamps (A)	L	Lnd	C	0.40	0.20	0.10
Swamps (B)	L	Lnd	C	0.40	0.20	0.10
Swamps (C)	L	Lnd	C	0.40	0.20	0.10
Swords to Plowshares	W	Ins	U	3.00	3.00	1.30
Tarpan	G	Sum	C	0.50	0.50	0.30
Thermokarst	G	Sor	U	3.00	3.00	2.00
Thoughtleech	G	E	U	3.00	3.00	1.00
Thunder Wall	U	Sum	U	3.00	3.00	1.00
Timberline Ridge	L	Lnd	R	5.80	5.00	4.80
Time Bomb	A	Art	R	9.30	5.00	4.80
Tinder Wall	G	Sum	C	0.50	0.50	0.30
Tor Giant	R	Sum	C	0.50	0.50	0.30
Total War	R	E	R	6.50	5.00	4.80
Touch of Death	B	Sor	C	0.50	0.50	0.30
Touch of Vitae	G	Ins	U	3.00	2.50	1.00

CARD NAME	COLOR	TYPE	RARITY	UPPER	MEDIAN	LOWER
Trailblazer	G	Ins	R	6.50	5.00	4.00
Underground River	L	Lnd	R	6.50	5.00	4.00
Updraft	U	Ins	U	3.00	2.50	1.00
Urza's Bauble	A	Art	U	3.00	3.00	1.80
Veldt	L	Lnd	R	5.80	5.00	4.80
Venomous Breath	G	Ins	U	4.00	2.50	1.00
Vertigo	R	Ins	U	3.00	2.50	1.00
Vexing Arcanix	A	Art	R	9.00	6.00	5.50
Vibrating Sphere	A	Art	R	6.50	5.00	4.00
Walking Wall	A	Art	U	3.80	2.80	2.00
Wall of Lava	R	Sum	U	3.00	2.80	1.40
Wall of Pine Needles	G	Sum	U	3.00	2.00	1.00
Wall of Shields	A	Art	U	3.00	3.00	2.00
War Chariot	A	Art	U	3.80	3.00	2.30
Warning	W	Ins	C	0.50	0.40	0.30
Whalebone Glider	A	Art	U	3.30	3.00	2.50
White Scarab	W	E	U	3.00	2.50	1.50
Whiteout	G	Ins	U	3.00	2.50	1.00
Wiitigo	G	Sum	R	7.30	6.50	6.00
Wild Growth	G	E	C	0.50	0.50	0.30
Wind Spirit	U	Sum	U	3.00	3.00	2.00
Wings of Aesthir	Gld	E	U	4.00	3.00	2.00
Winter's Chill	U	Ins	R	7.00	5.00	4.50
Withering Wisps	B	E	U	3.00	2.50	1.00
Woolly Mammoths	G	Sum	C	0.50	0.50	0.30
Woolly Spider	G	Sum	C	0.50	0.50	0.30
Word of Blasting	R	Ins	U	3.00	2.80	1.00
Word of Undoing	U	Ins	C	0.50	0.50	0.30
Wrath of Marit Lage	U	E	R	6.50	5.00	4.00
Yavimaya Gnats	G	Sum	U	3.00	3.00	2.00
Zur's Weirding	U	E	R	6.50	5.50	4.00
Zuran Enchanter	U	Sum	C	0.50	0.50	0.30
Zuran Orb	A	Art	U	4.00	3.00	2.00
Zuran Spellcaster	U	Sum	C	0.50	0.50	0.30
TOTAL				1365.30	1065.80	2431.10



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1.00	0.60	↓	0.50	Atmospheric Ionization	C	Ev	0.40	0.30	↓	0.30
3.25	3.00	↓	2.00	Auto-Destruct Sequence	U	Int	2.00	2.00	↓	1.00
9.25	8.00	↓	7.80	Avert Disaster	R	M-Fed	5.00	4.30	↓	4.00
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1.00	0.70	↓	0.50	Combat Vessel	C	S-NA	0.40	0.40	↓	0.30
3.25	3.00	↓	2.00	Cosmic String Fragment	U	Dil	2.00	1.80	↓	1.00
1.00	0.80	↓	0.50	Covert Installation	C	M-Rom	0.50	0.40	↓	0.30
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1.00	0.80	↓	0.50	Darian Wallace	C	P-Fed	0.40	0.30	↓	0.30
70.00	57.50	↓	50.00	Data	R	P-Fed	35.50	35.00	↑	30.00
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2.75	2.00	↓	2.00	Diplomacy Mission	U	M-Fed	1.60	1.00	↓	1.00
1.00	0.50	↓	0.50	Disruptor Overload	C	Int	0.40	0.30	↓	0.30
3.00	3.00	↓	2.00	Distortion Field	U	Ev	1.80	1.50	↓	1.00
4.50	4.00	↓	2.00	Distortion of Space/Time	U	Int	2.30	2.00	↓	1.50
1.00	0.80	↓	0.60	Divok	C	P-Klg	0.40	0.30	↓	0.30
1.00	0.80	↓	0.50	Dr. Farek	C	P-NA	0.40	0.30	↓	0.30
15.00	11.00	↓	10.00	Dr. La Forge	R	P-Fed	6.50	6.00	↑	5.00
16.00	13.50	↓	11.50	Dr. Leah Brahms	R	P-Fed	7.50	7.00	↑	6.00
4.50	3.50	↓	2.00	Dr. Reyga	U	P-NA	2.30	2.00	↓	1.00
3.50	2.50	↓	2.00	Dr. Selar	U	P-Fed	2.00	1.50	↓	1.00
1.00	0.50	↓	0.50	Dukath	C	P-Klg	0.40	0.30	↓	0.30
22.00	20.00	↑	15.75	Duras	R	P-Klg	10.25	10.00	↑	8.80
3.75	3.00	↓	2.00	El-Adrel Creature	U	Dil	2.00	1.50	↓	1.00
1.00	1.00	↓	0.60	Emergency Trnsprtr Arm	C	Int	0.40	0.30	↓	0.30
3.25	2.00	↓	1.50	Energy Vortex	U	Int	1.90	1.00	↓	1.00
1.00	0.50	↓	0.50	Engineering Kit	C	Equ	0.40	0.30	↓	0.30
1.00	0.50	↓	0.50	Engineering PADD	C	Equ	0.40	0.30	↓	0.30
3.00	3.00	↓	2.50	Eric Pressman	U	P-Fed	1.80	1.50	↓	1.00
1.00	0.80	↓	0.70	Escape Pod	C	Int	0.50	0.40	↓	0.30
1.00	0.80	↓	0.50	Espionage: Fed on Kling	C	Ev	0.50	0.40	↓	0.30
1.00	0.80	↓	0.50	Espionage: Kling on Fed	C	Ev	0.50	0.40	↓	0.30
1.00	0.80	↓	0.50	Espionage: Rom on Fed	C	Ev	0.50	0.40	↓	0.30
1.00	0.80	↓	0.50	Espionage: Rom on Kling	C	Ev	0.50	0.40	↓	0.30
3.25	2.00	↓	2.00	Etana Jol	U	P-NA	1.90	1.00	↓	1.00
2.75	2.00	↓	1.80	Evacuation	U	M-Fed	1.60	1.00	↓	1.00
9.50	8.50	↓	7.00	Evaluate Terraforming	R	M-Fed	5.00	5.00	↑	4.00
4.00	3.00	↓	2.30	Evek	U	P-NA	2.00	1.00	↓	1.00
1.00	0.80	↓	0.70	Excavation	C	M-R/F	0.50	0.40	↓	0.30
4.25	3.00	↓	2.80	Exocomp	U	P-Fed	2.00	1.50	↓	1.10
8.13	8.00	↑	6.00	Explore Black Cluster	R	M-K/F	5.00	4.00	↓	3.80
8.63	8.00	↓	6.00	Explore Dyson Sphere	R	M-Fed	4.30	4.00	↓	3.80
8.13	8.00	↓	6.00	Explore Typhone Expanse	R	M-R/K	5.00	4.00	↓	3.80
2.75	2.00	↓	1.80	Expose Covert Supply	U	M-Rom	1.60	1.00	↓	1.00
9.63	8.50	↓	6.80	Extraction	R	M-Rom	5.00	4.50	↑	3.80
1.00	1.00	↓	0.70	Federation Outpost	C	Out	0.50	0.50	↓	0.40
1.00	0.50	↓	0.50	Federation PADD	C	Equ	0.40	0.30	↓	0.30
4.25	3.00	↓	2.50	Fek'Ihr	U	P-Klg	2.00	2.00	↓	1.00
1.00	0.50	↓	0.50	Female's Love Interest	C	Dil	0.50	0.40	↓	0.30
1.00	0.80	↓	0.70	Fever Emergency	C	M-Klg	0.50	0.40	↓	0.30
4.00	2.50	↓	2.00	Firestorm	U	Dil	2.30	2.00	↓	1.10
2.75	2.00	↓	1.80	First Contact	U	M-Fed	1.40	1.00	↓	1.00
3.75	3.00	↓	2.50	Fleet Admiral Shanthi	U	P-Fed	1.90	1.50	↓	1.00
3.00	3.00	↓	2.00	Full Planet Scan	U	Int	2.00	1.50	↓	1.00

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4.50	3.50	↓	2.50	Genetronic Replicator	U	Ev	2.30	2.00	↓	1.00
46.25	42.50	↑	36.00	Geordi La Forge	R	P-Fed	24.00	22.00	↓	20.00
1.00	0.80	↓	0.50	Giusti	C	P-Fed	0.40	0.30	↓	0.30
12.50	12.00	↓	10.75	Goddess of Empathy	R	Ev	6.00	5.80	↑	5.50
1.00	0.80	↓	0.50	Gorath	C	P-Klg	0.40	0.30	↓	0.30
1.00	0.80	↓	0.60	Gorta	C	P-NA	0.40	0.30	↓	0.30
26.00	25.00	↓	19.50	Gowron	R	P-Klg	14.75	13.50	↓	9.50
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17.75	13.50	↓	11.50	Haakona	R	S-Rom	8.60	8.30	↑	6.60
3.50	3.00	↓	2.00	Hannah Bates	U	P-Fed	2.00	1.50	↓	1.00
4.50	3.50	↓	3.00	Holo-Projectors	U	Ev	2.30	2.00	↓	1.80
3.75	3.00	↓	2.80	Hologram Ruse	U	Dil	2.00	2.00	1.10	
12.38	10.00	↓	8.80	Honor Challenge	R	Int	5.00	5.00	5.00	
22.25	20.00	↓	19.50	Horga'h'n	R	Art	10.25	10.00	↓	9.80
15.75	15.00	↓	13.50	Hugh	R	Int	9.00	8.00	↓	6.80
10.38	8.00	↓	6.00	Hunt for DNA Program	R	M-R/K/F	5.10	4.50	↓	4.00
5.00	4.00	↓	2.50	Husnock Ship	U	S-NA	2.80	2.00	↓	1.50
3.75	3.00	↓	2.00	Hyper-Aging	U	Dil	2.00	1.50	↓	1.00
17.25	16.00	↓	13.75	I.K.C. Bortas	R	S-Klg	9.10	8.80	↑	7.40
14.00	12.50	↓	9.80	I.K.C. Buruk	R	S-Klg	6.00	6.00	↑	5.50
15.00	13.00	↓	9.80	I.K.C. Hegh'ta	R	S-Klg	7.10	7.00	↑	5.80
1.00	1.00	↓	0.90	I.K.C. K'Vort	C	S-Klg	0.50	0.40	↓	0.30
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1.00	1.00	↓	0.80	I.K.C. Vor'Cha	C	S-Klg	0.50	0.40	↓	0.30
5.00	4.00	↓	3.00	I.K.C. Vorn	U	S-Klg	2.30	2.00	↓	1.50
9.75	8.30	↓	6.00	Iconia Investigation	R	M-Rom	5.00	4.50	↑	3.80
1.00	0.50	↓	0.50	Iconian Computer Weapon C	Dil	0.40	0.30	↓	0.30	
1.00	0.60	↓	0.50	Impassable Door	C	Dil	0.40	0.30	↓	0.30
3.50	2.00	↓	1.80	Incoming Message-Fed	U	Int	2.00	1.00	↓	1.00
3.50	2.00	↓	1.80	Incoming Message-Klngn	U	Int	2.00	1.00	↓	1.00
3.50	2.00	↓	1.80	Incoming Message-Rom	U	Int	2.00	1.00	↓	1.00
16.50	15.50	↑	15.00	Interphase Generator	R	Art	8.10	8.00	↑	7.40
9.25	8.30	↑	6.00	Investigate Alien Probe	R	M-Klg	5.00	5.00	↑	4.00
1.00	0.80	↓	0.70	Investigate Anomaly	C	M-R/K/F	0.50	0.40	↓	0.30
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9.75	8.30	↑	6.00	Investigate Disturbance	R	M-Klg	5.00	5.00	↑	3.80
9.75	8.00	6.00	Investigate Massacre	R	M-R/F	5.00	4.80	↑	3.80	
9.25	8.30	↓	6.00	Investigate Raid	R	M-Rom	5.00	5.00	↑	3.80
8.63	8.00	6.00	Investigate Rogue Comet	R	M-Fed	5.00	4.50	↑	3.80	
9.13	8.00	6.00	Investigate Shattered Sp	R	M-Rom	5.00	4.50	↑	3.80	
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1.00	0.50	↓	0.50	Loss of Orbital Stability	C	Int	0.40	0.30	↓	0.30
23.50	20.75	↓	19.50	Lursa	R	P-Klg	13.25	11.00	↑	9.00
20.25	20.00	↓	17.75	Lwaxanna Troi	R	P-Fed	11.75	9.50	↓	8.90
1.00	0.50	↓	0.50	Male's Love Interest	C	Dil	0.40	0.30	↓	0.30
4.25	3.00	↓	2.00	Masaka Transformations	U	Ev	2.10	1.80	↓	1.00
4.00	3.00	↓	2.00	Matriarchical Society	U	Dil	2.50	1.50	↓	1.00
1.00	0.70	↓	0.50	McKnight	C	P-Fed	0.50	0.40	↓	0.30
1.00	0.50	↓	0.50	Medical Kit	C	Equ	0.40	0.30	↓	0.30
8.63	8.00	↓	5.80	Medical Relief	R	M-Klg	4.60	4.00	2.00	
1.00	0.80	↓	0.50	Medical Tricorder	C	Equ	0.40	0.30	↓	0.30
13.50	11.25	↑	9.80	Mendak	R	P-Rom	6.60	5.80	↓	5.00
1.00	0.80	↓	0.50	Mendon	C	P-Fed	0.40	0.30	↓	0.30
1.00	1.00	↓	0.70	Menthara Booby Trap	C	Ev	0.50	0.40	↓	0.30
1.00	1.00	↓	0.80	Mercenary Ship	C	Dil	1.30	0.40	0.30	
4.00	2.50	↑	2.00	Metaphasic Shields	U	S-N/A	2.00	1.50	↑	0.50
1.00	0.50	↓	0.50	Microbiotic Colony	C	Dil	0.40	0.30	↓	0.30
1.00	0.90	↓	0.50	Microvirus	C	Dil	0.50	0.30	↓	0.30
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4.00	3.00	↓	2.00	Morag	U	P-Klg	2.00	1.50	↓	1.00
14.63	13.00	↓	11.50	Morgan Bateson	R	P-Fed	7.00	7.00	5.00	
3.25	3.00	↓	2.00	Mot the Barber	U	P-Fed	1.80	1.30	↓	1.00
4.00	3.00	↓	2.00	Movar	U	P-Rom	2.00	1.50	↓	1.00
4.25	3.00	↓	2.00	N'vek	U	P-Rom	2.00	1.50	↓	1.00
12.25	10.75	↑	8.00	Nagilum	R	Dil	5.00	5.00	5.00	
3.50	3.00	↓	2.00	Nanites	U	Dil	2.00	1.50	↓	1.00
1.00	0.50	↓	0.50	Narlik	C	P-NA	0.40	0.30	↓	0.30
3.75	3.00	↓	2.00	Nausicaans	U	Dil	2.00	1.50	↓	1.00
3.50	3.00	↓	2.00	Near-Warp Transport	U	Int	2.00	1.50	↓	1.00
15.50	14.75	↑	11.50	Neela Daren	R	P-Fed	7.00	7.00	7.00	
3.00	2.00	↓	2.00	Neral	U	P-Rom	1.60	1.00	↓	1.00
3.75	3.00	↓	2.00	Neural Servo Device	U	Ev	2.00	1.40	↓	1.00
8.75	8.00	↓	6.00	New Contact	R	M-R/K	5.00	4.00	4.00	
4.25	4.00	↓	2.00	Nikolai Rozhenko	U	P-Fed	2.00	1.50	↓	1.00
3.50	3.00	↓	2.00	Nitrium Metal Parasites	U	Dil	2.00	1.50	↓	1.00
3.25	2.50	↓	2.00	Norah Satie	U	P-Fed	1.80	1.30	↓	1.00
4.00	2.00	↓	2.00	Nu'Daq	U	P-Klg	2.00	1.00	↓	1.00
4.25	3.00	↓	2.00	Null Space	U	Dil	2.00	1.50	↓	1.00
4.25	4.00	↓	2.50	Nutational Shields	U	Ev	2.00	2.00	1.80	
3.25	3.00	↓	2.00	Ocett	U	P-NA	2.00	1.40	↓	1.00
1.00	0.80	↓	0.60	Palor Toff-Alien Trader	C	Int	0.40	0.30	↓	0.30
1.00	0.80	↓	0.50	Paltech	C	P-Rom	0.40	0.30	↓	0.30
4.00	3.00	↓	2.00	Pardek	U	P-Rom	2.00	1.00	↓	1.00
3.00	3.00	↓	2.00	Parem	U	P-Rom	1.60	1.00	↓	1.00
1.00	0.50	↓	0.50	Particle Fountain	C	Int	0.40	0.30	↓	0.30
1.00	0.60	↓	0.50	Pattern Enhancers	C	Ev	0.40	0.30	↓	0.30
9.13	8.00	↓	6.00	Pegasus Search	R	M-R/K/F	5.00	4.00	3.00	

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2.75	2.50	↓	2.00	Strategic Diversion	U	M-Rom	1.60	1.10	↓	1.00
9.88	8.50	↑	6.00	Study Hole in Space	R	M-K/F	5.00	4.00	3.00	
9.50	8.30	↑	6.00	Study Lonka Pulsar	R	M-Rom	5.00	4.00	3.00	
8.88	8.00	↓	6.00	Study Nebula	R	M-Fed	5.00	4.00	3.00	
1.00	0.80	↓	0.50	Study Plasma Streamer	C	M-R/K/F	0.40	0.30	↓	0.30
1.00	0.80	↓	0.50	Study Stellar Collision	C	M-R/K/F	0.40	0.30	↓	0.30
1.00	0.50	↓	0.50	Subspace Interference	C	Int	0.40	0.30	↓	0.20
3.50	3.00	↓	2.00	Subspace Schism	U	Int	2.00	1.30	↓	1.00
1.00	0.60	↓	0.50	Subspace Warp Rift	C	Ev	0.40	0.30	↓	0.30
18.25	15.00	↓	14.00	Supernova	R	Ev	8.00	8.00	↑	7.00
8.88	8.00	↓	6.00	Survey Mission	R	M-Klg	5.00	4.00	3.00	
3.50	3.00	↓	2.50	T'Pan	U	P-Fed	1.60	1.30	↓	1.00
1.00	0.50	↓	0.50	Tachyon Detection Grid	C	Int	0.40	0.30	↓	0.30
4.00	3.00	↓	2.00	Taibak	U	P-Rom	2.00	1.30	↓	1.00
1.00	0.80	↓	0.60	Taitt	C	P-Fed	0.40	0.30	↓	0.30
1.00	0.50	↓	0.50	Takket	C	P-Rom	0.40	0.30	↓	0.30
1.00	0.80	↓	0.50	Tallus	C	P-Rom	0.40	0.30	↓	0.30
16.25	15.00	↓	11.75	Tam Elbrun	R	P-Fed	8.00	7.50	↑	6.00
4.50	2.50	↓	2.00	Tarellian Plague Ship	U	Dil	2.10	1.10	↓	1.00
1.00	0.50	↓	0.50	Tarus	C	P-Rom	0.40	0.30	↓	0.30
25.38	24.50	↓	23.50	Tasha Yar	R	P-Fed	15.00	13.00	↓	12.00
1.00	0.60	↓	0.50	Taul	C	P-Rom	0.40	0.30	↓	0.30
1.00	0.50	↓	0.50	Taurik	C	P-Fed	0.40	0.30	↓	0.30
4.00	3.00	↓	2.00	Tebok	U	P-Rom	2.00	1.30	↓	1.00
10.00	10.00	↓	9.50	Telepathic Alien Kidnappers	U	Ev	2.00	1.30	↓	1.00
4.50	3.00	↓	2.00	Temporal Causality Loop	R	Dil	5.00	5.00	5.00	
1.00	0.80	↓	0.50	Temporal Rift	U	Int	2.00	1.50	↓	1.00
1.00	0.70	↓	0.50	Test Mission	C	M-K/F	0.40	0.30	↓	0.30
1.00	0.70	↓	0.50	Tetryon Field	C	Ev	0.40	0.30	↓	0.30
13.88	12.50	↑	9.80	The Devil	R	Int	6.00	6.00	↑	5.00
4.00	3.00	↓	2.50	The Juggler	U	Int	2.00	1.50	↓	1.00
4.75	4.00	↓	3.30	The Traveler: Transendence	U	Ev	3.00	2.00	↓	1.70
1.00	0.60	↓	0.50	Thei	C	P-Rom	0.50	0.30	↓	0.30
32.00	28.50	↓	26.00	Thomas Riker	R	P-Fed	18.00	14.00	↓	14.00
18.50	17.00	↓	15.00	Thought Maker	R	Art	10.00	9.50	↑	8.00
17.63	15.50	↓	15.00	Time Travel Pod	R	Art	9.00	9.00	7.50	
3.00	2.00	↓	2.00	Toby Russell	U	P-Fed	1.60	1.00	↓	1.00
3.25	3.00	↓	2.00	Tokath	U	P-Rom	1.80	1.30	↓	1.00
15.00	14.00	↓	11.75	Tomalak	R	P-Rom	7.00	7.00	↑	6.00
1.00	0.50	↓	0.50	Tomek	C	P-Rom	0.40	0.30	↓	0.30

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Upper	Median	Lower	Card Name	Rarity	Type	Upper	Median	Lower
1.00	0.50	↓	Phased Matter	C	Dil	0.40	0.30	↓
13.88	12.50	↓	Pi	R	S-Rom	6.00	6.00	↑
1.00	0.70	↓	Plasma Fire	C	Ev	0.40	0.30	↓
2.75	2.00	↓	Plunder Site	U	M-R/K	1.40	1.00	↓
3.50	2.00	↓	Portal Guard	U	Dil	2.00	1.00	↓
21.00	20.00	↓	Q	R	Dil	11.00	10.00	10.00
1.00	0.80	↓	Q-Net	C	Ev	0.40	0.30	↓
5.50	4.00	↓	Q2	U	Int	3.00	2.00	1.80
3.25	2.00	↓	Radioactive Garbage Scow	U	Dil	1.80	1.00	↓
4.25	3.00	↓	Raise The Stakes	U	Ev	2.50	1.60	↓
3.25	3.00	↓	Rebel Encounter	U	Dil	1.80	1.30	↓
1.50	1.00	↓	Red Alert!	C	Ev	0.60	0.50	0.30
15.00	13.50	↓	Reginald Barclay	R	P-Fed	7.50	7.00	7.00
1.00	0.80	↓	Relief Mission	C	M-R/K	0.40	0.30	↓
4.75	3.00	↓	REM Fatigue Hallucinations	U	Dil	2.10	1.50	↓
1.00	0.80	↓	Repair Mission	C	M-Fed	0.40	0.30	↓
1.00	0.80	↓	Res-Q	C	Ev	0.40	0.30	↓
2.75	2.00	↓	Restore Errant Moon	U	M-Fed	1.30	1.00	↓
16.00	16.00	↓	Richard Galen	R	P-Fed	8.00	8.00	↑
3.25	3.00	↓	Riva	U	P-Fed	2.00	1.40	↓
20.75	17.50	↓	Ro Laren	R	P-Fed	10.00	9.50	↓
22.63	22.00	↑	Roga Danar	R	P-NA	11.00	10.00	9.00
2.00	2.00	↑	Rogue Borg Mercenaries	C	Int	1.00	1.00	↑
1.00	0.50	↓	Romulan Disruptor	C	Equ	0.40	0.30	↓
1.00	1.00	↓	Romulan Outpost	C	Out	0.50	0.50	0.30
1.00	0.50	↓	Romulan PADD	C	Equ	0.40	0.30	↓
1.00	0.70	↓	Runabout	C	S-Fed	0.40	0.30	↓
23.25	21.00	↑	Sarek	R	P-Fed	10.00	10.00	8.00
10.00	9.50	↑	Sarjenka	R	Dil	5.00	4.50	↑
9.50	8.30	↑	Sarthong Plunder	R	M-R/K	5.00	4.00	4.00
14.25	10.00	↓	Satelk	R	P-Fed	7.00	6.00	↑
1.00	0.50	↓	Scan	C	Int	0.40	0.30	↓
1.00	0.60	↓	Science Vessel	C	S-Rom	0.40	0.30	↓
1.00	0.80	↓	Scout Vessel	C	S-Rom	0.40	0.30	↓
2.75	2.00	↓	Secret Salvage	U	M-R/K	1.30	1.00	↓
9.63	8.50	↑	Seek Life-Form	R	M-Klg	5.00	5.00	↑
22.63	21.00	↑	Sela	R	P-Rom	11.00	10.00	↓
1.00	0.80	↓	Selok	C	P-Rom	0.50	0.30	↓
4.50	3.00	↓	Shaka, When the Walls ...	U	Dil	2.00	2.00	1.40
15.50	15.00	↓	Shelby	R	P-Fed	8.00	7.00	↑
1.00	0.60	↓	Ship Seizure	C	Int	0.40	0.30	↓
1.00	0.50	↓	Simon Tarses	C	P-Fed	0.40	0.30	↓
16.63	15.00	↓	Sir Isaac Newton	R	P-Fed	8.00	8.00	↑
3.00	3.00	↓	Sirna Kolrami	U	P-Fed	2.00	1.30	↓
1.00	0.80	↓	Sito Jaxa	C	P-Fed	0.40	0.30	↓
3.00	2.50	↓	Soren	U	P-Fed	1.60	1.30	↓
1.00	0.60	↓	Spacedock	C	Ev	0.40	0.30	↓
1.00	0.80	↓	Starfleet Type II Phaser	C	Equ	0.40	0.30	↓
1.00	0.80	↓	Static Warp Bubble	C	Ev	0.40	0.30	↓

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The following prices are only meant to be used as a general guide. We were unable to obtain sufficient data to publish a complete price list because of the limited trading of these series. We thought that providing a general price overview would be helpful, but be aware that it is based on very limited data and is a rough indication of price. Prices may also have wide regional variations due to popularity.

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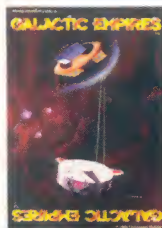
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ANTARIAN FREETRADERS	Al	C	DEFENSE CONTRACTOR	Mer	U	TRADING SHIP	Sh	C
ANTARIAN KITTENS	Al	C	EVIL CLONES	Mer	C	TRANSPORT SHIP	Sh	C
ANTARIAN SPYS	Al	U	GENERAL BELLIS	Mer	C	BOOSTER ENGINES	ShM	U
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FLOATER PHILOSOPHERS	Al	C	STORM TROOPERS	Mer	C	ESCAPE PODS	ShM	C
FLOATER PSI	Al	C	TACTICAL EXPERT	Mer	U	LAZE CANNON	ShM	C
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FLOATERS	Al	C	ZEREC BLOODCLANS	Mer	R	PIRACY LICENSE	ShM	R
KOOLIAN COMMANDOS	Al	R	ALDEBARAN	Pl	U	SHIP COMPUTER	ShM	R
KOOLIAN DIPLOMATS	Al	C	ALTAIR	Pl	C	SHIPS SHIELDS	ShM	U
KOOLIAN EXPLORERS	Al	U	ANTARES	Pl	C	STEALTH FIELD	ShM	U
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DOOMTROOPER: INQUISITION

Card Name			
AC-41 Purifier	Coagulant Autoinjector	Ilian Temple Sentinel	Subversive Agent
AG-17 Panzerknacker	Codex of Concealed Perception	Ilian-Mistress of the Void	Summon Defense
Age of Catastrophe	Combat Coordinator	Improved Kratach	Summon Hero
Algeroth Cultist	Commendation	Industrial Complex	Summon Item
Algeroth-Apostle of War	Curse of Algeroth	Inquisitor Battle Dress	Summon Relic
Annihilation	Dai-Sho of the Ancient Emperors	Krynston's Skull	Summon Spell
Antiquarian	Dark Huntsman	Laser Sight	Summon Trooper
Apostate	Dark Summoning	Loot and Pillage	Summoning Empathy
Archer Sniper Rifle	Declaration of Corporate Dissension	Loot the Dead	Supply Line Severed
Archetypal Timepiece	Decoration	Mask of the Vestals	Taxation
Artctic Wave	Demnogonis Cultist	Mentor	Tekron
Armor of the True Assassin	Demnogonis - The Befouler	Mission Statement	Thadeus's Pallet
Armor of Unholiness	Desperate Times	Monstrous Power	That Which is Not to Be Named
Attack Prediction	Dispose	Mortal Wound	The Black Gate
Attraction	Distracted	Mortification	The Burroughs Cathedral
Avenger Sword	Doctor Diana	Muawijhe Cultist	The Falcon of Pilgrims
Azogar	Double Duty	Muawijhe - Lord of Visions	The First Directorate
Barbarous Power	DPAT-9 Deuce	Mystic Battle Dress	The Fourth Directorate
Bauhaus Bully	Duty Roster	Nathaniel's Opportunity	The Fukido Cathedral
Behest	Elemental Alteration	Nazgaroth	The Gibson Cathedral
Black Bullets	Eminent Summoner	Necrobionics	The Heimburg Cathedral
Bodyguard	Enlarge	Necromakina	The Liber Hereticus
Bolster Your Forces	Envision	Necromower	The Longshore Cathedral
Book of Law	Equilibrium	Nimrod MK 1	The San Dorado Cathedral
Bringer of Light	Eradicator Deathdroid	Noted Collector	The Second Directorate
Callistonian Conqueror	Essential Summons	Orb of the Smaller Servants	The Shillelagh
Canyle	Eternal Curse	Pacifism	The Stone Archives
Cardinal Durand	Evil Eye	Plagiarize	The Third Directorate
Cardinal's Bank	Exorcise Injuries	Plague Bearer	The Volksburg Cathedral
Castigator Battlespear	Exorcist Glove	Plague Gun	Tight Formation
Chain Bayonet	Factory	Power Stabilizer	Tithe
Charge	Ferocity	Preferred Spell	Transfiguration
	Field Repair Kit	Press	Transmutation
	Fist of Fury	Punisher Combo	Ungodly Power
	Forgery	Reassignment	Unholy Eye
	Fragment of the True Chip	Recognition	Unholy Power
	Golem of Darkness	Reliquary	Vac Engineer
	Greater Divination	Renegade Apostate	Valpurgius
	Greater Manipulation	Scion of Ilian	Vault of Unholy Restoration
	Grizzly Battle Tank	Scroll of Unholy Invocation	Venusian Marshal
	Gusts of Hesitation	Semai Cultist	Vince Diamond
	Heist	Semai-Lord of Spite	Wave of Righteousness
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	Hellhound Necrotank	Shadow Walker	Zenithian Slaughtermaster
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BLUR	MI	C1	MI	0.40	0.30		0.30
BODY OF SUN	Co	R2	MI	5.80	5.00		5.00
BOMB	EQ: WPN	U4	MI	2.10	1.00		1.00
BONDING	ACM	C1	MI	0.40	0.30		0.30
BOXED IN	Co	C2	MI	0.40	0.30		0.30
BRAINWASH		C3	MA	0.40	0.30	↓	0.30
BRAZIL	V	V	MAL	0.80	0.50		0.50
BRIES	ACM	C3	MI	0.40	0.30		0.30
BRUIAH FRENZY	oot	U1	MI	1.50	1.00		1.00
BRUIAH JUSTICAR	POA	R1	MI	5.00	5.00	↑	4.00
BUM'S RUSH	AC	C4	MI	4.30	0.60	↑	4.00

JYHAD

DISGUISED WEAPON	Co	C3	MI	0.40	0.30		0.30
DISPUTED TERRITORY	POA	C3	MI	0.40	0.30		0.30
DISTRACTION	AC	R1,2	MI	5.00	5.00		4.50
DODGE	Co	C2	MI	0.40	0.30		0.30
DOLLEACE	V	V	MAL	0.80	0.50		0.50
DOMAIN CHALLENGE	POA	C2	MI	0.40	0.30		0.30
DOMINATE	SK	C4	MA	0.50	0.40		0.30
DON CRUEZ - THE IDEALIST	V	V	BR	1.00	0.80	↑	0.50
DORIAN STRACK	V	V	TOR	0.80	0.50		0.50
DR. JEST	V	V	MAL	1.00	0.70		0.50
DR. JOHN CASEY	V	V	TRE	0.80	0.50		0.50
DRAGON BREATH ROUNDS	Co	U3	MI	1.00	1.00		1.00
DRAIN ESSENCE	Co	U4	MI	1.30	1.00		0.80
DRAMATIC UPHEAVAL	POA	V	MI	1.00	1.00		0.70
DRAWING OUT THE BEAST	Co	C1	MI	0.50	0.50		0.30
DRE - LEADER O/THE CLD DWN	V	V	BR	0.80	0.50		0.50
DREAD GAZE	REA	C2	MI	0.40	0.30		0.30
DRECK	V	V	NOS	0.80	0.50		0.50
EAGLE'S SIGHT	REA	U1	MI	1.50	1.00	↑	0.80
EARTH CONTROL	ACM	C4	MI	0.40	0.30		0.30
EARTH MELD	Co	C1	MI	0.40	0.30		0.30
EBANEZER ROUSH	V	V	NOS	1.00	0.60	↑	0.50
ECO TERRORISTS	UQ LOC	R3	MA	7.00	5.00	↓	5.00
EFFECTIVE MANAGEMENT		C3	MA	0.80	0.50		0.30
ELDER KINDRED NETWORK	REA	U2	MI	1.50	1.00		0.90
ELDER LIBRARY	UQ LOC	C2	MA	0.80	0.60	↓	0.40
ELLIOT SINCLAIR - VRIS THSPN	V	V	TOR	1.00	0.80		0.50
ENSLING: THE ARBORETUM	UQ LOC	U1	MA	1.50	1.00		1.00
EMERSON BRIDGES	VE - PN	V	MI	1.00	0.70	↑	0.50
ENCHANT KINDRED	AC	C4	MI	0.40	0.30		0.30
ENHANCED SENSES	REA	C1	MI	0.40	0.30		0.30
ENTRANCEMENT	AC	R1	MI	5.30	5.00		4.50
FACELESS NIGHT	ACM	C1	MI	0.40	0.30		0.30
FAKE OUT	Co	C4	MI	0.40	0.30		0.30
FAME		U3	MA	1.30	1.00		1.00
FAR MASTERY	AC	R1,4	MI	5.00	4.00		3.80
FAST HANDS	Co	U4	MI	2.00	1.00		0.80
FAST REACTION	REA	C3	MI	0.30	0.30		0.30
FELICIA MOSTROM	V	V	TOR	0.80	0.50		0.50
FISTS OF DEATH	Co	R2	MI	5.00	5.00	↑	3.50
FLAK JACKET	EQ	C3	MI	0.40	0.30		0.30
FLAME THROWER	EQ: WPN	U3	MI	3.00	3.00		2.50
FLASH	Co	C1	MI	0.40	0.30		0.30
FLESH OF MARBLE	Co	R3,3	MI	5.00	4.00	↓	3.50
FORM OF MIST	Co	U3,4	MI	2.00	0.90	↑	0.80
FORM OF THE GHOST	Co	C4	MI	0.40	0.30		0.30
FORTITUDE	SK	C2	MA	0.50	0.30	↓	0.30
FRAGMENT O/THE BOOK OF NOD	UQ	R1	MA	5.50	5.00		5.00
FREAK DRIVE	ACM	R1,1	MI	5.00	4.60	↑	3.90
FRENZY	OOT	C2	MA	0.40	0.30	↓	0.30
GAME OF MALKAV		U3	MA	1.80	1.00		0.80
GANGREL DE-EVOLUTION		U1	MA	1.80	1.00		1.00
GANGREL JUSTICAR	POA	R2	MI	5.00	5.00	↑	3.50
GHOUL ESCORT	RE	R1	MI	5.00	5.00		3.00
GHOUL RETAINER	RE	R3,4	MI	5.00	4.00	↑	3.00
GIANT'S BLOOD		R2	MA	5.00	5.00		4.50
GIDEON FONTAINE	V	V	VEN	0.80	0.50		0.50

CARD NAME	TYPE	RARITY	CLAN	UPPER	MEDIAN	LOWER	
BURST OF SUNLIGHT	Co	R1,3	Mi	5.00	3.50	↓	0.50
BUSINESS PRESSURE	ACM	R3,4	Mi	5.00	4.00		3.00
CAMARILLA EXEMPLARY	POA	C1	Mi	0.50	0.30		0.30
CAMILLE DEVEREUX	V	V	Ga	0.80	0.50		0.40
CANINE HORDE	Co	C3	Mi	0.50	0.30		0.30
CARDANO	V	V	Tr	1.00	0.70	↑	0.50
CASSANDRA - MAGUS PRIME	V	V	Tr	1.00	0.80	↑	0.60
CAT BURGULARY	Ac	R3	Mi	5.00	5.00		4.50
CAT'S GUIDANCE	ReA	C3	Mi	0.40	0.30		0.30
CAULDRON OF BLOOD	Co	C3	Mi	0.40	0.30		0.30
CELERTY	Sk	C1	Ma	0.50	0.40	↓	0.30
CHAINS AW	Eq: WPN	U2,2	Mi	1.50	1.00		0.80
CHANGE OF TARGET	ACM	U2	Mi	1.50	1.00	↑	0.80
CHANTRY	UQ LOC	U4	Ma	3.00	2.50	↓	1.00
CHARMING LOBBY	Ac	U1	Mi	1.50	1.00		0.90
CHARNAS THE IMP	Re	R4	Mi	6.00	5.00	↓	5.00
CHESTER DuBOIS	V	V	No	1.00	0.70	↑	0.50
CLAWS OF THE DEAD	Co	C4	Mi	0.40	0.30		0.30
CLOAK THE GATHERING	ACM	C1	Mi	0.40	0.30		0.30
COLIN FLYNN	V	V	To	0.60	0.50		0.50
COMPUTER HACKING	Ac	C4	Mi	0.40	0.30		0.30
CONCEALED WEAPON	Co	C3	Mi	0.40	0.30		0.30
CONDITIONING	ACM	C4	Mi	0.40	0.30		0.30
CONQUER THE BEAST	Co	R2	Mi	5.00	5.00	↑	3.50
CONSANGUINEOUS BOON	POA	C3	Mi	0.40	0.30		0.30
CONSANGUINEOUS CONDMNTN	POA	C1	Mi	0.40	0.30		0.30
CONSERVATIVE AGITATION	POA	C1	Mi	0.40	0.30		0.30
COURTLAND LEIGHTON	V	V	VEN	0.60	0.50		0.50
CRUSHER	V	V	BR	0.90	0.80		0.50
CRYPTIC MISSION	Ac	C1	Mi	0.40	0.30		0.30
CRYPTIC RIDER	Ac MOD	U3	Mi	1.50	0.80		0.60
CULTIVATED BLOOD SHRTGE		U1	Ma	1.00	1.00		0.80
CUNCTATOR MOTION	POA	Mi,2	Mi	5.00	4.00		3.00
CURSE OF NITOCRIS	UQ	R3	Ma	5.00	5.00		4.00
DANCIN' DANA	V	V	MAL	0.80	0.60	↑	0.50
DAWN OPERATION	ACM	U3	Mi	1.30	1.00		0.80
DAY OPERATION	ACM	R4	Mi	5.00	5.00	↑	3.50
DEAD-END ALLEY	Co	C2	Mi	0.40	0.30		0.30
DEAL WITH THE DEVIL		C2	Ma	0.40	0.30	↓	0.30
DEER RIFLE	Eq: WPN, GUN	C2	Mi, 0.40	0.30	↓	0.30	
DEFLECTION	ReA	C1	Mi	0.40	0.30		0.30
DELAYING TACTICS	ReA	U3	Mi	1.30	1.00		1.00
DELLAH EASTON	V	V	To	0.80	0.50		0.50
DEMETERIUS SLATER	V	V	To	0.80	0.50		0.50
DEMOCRITUS	V	V	VEN	1.00	0.80		0.50
DIDI MEYERS	V	V	MAL	0.80	0.50		0.50
DIETER KLEIST	V	V	TOR	0.80	0.50		0.50
DIMPLE	V	V	NOS	0.80	0.50		0.50
DISARMING PRESENCE	ACM	U2	Mi	2.00	0.90	↑	0.80

CARD NAME	TYPE	RARITY	CLAN	UPPER	MEDIAN	LOWER
GILBERT DUANE	V	V	MAL	0.80	0.70	↑
GIRD MINIONS		C3	MA	0.40	0.30	↑
GITANE ST. CLAIRE	V	V	GAN	1.00	0.70	↑
GIULIANO VINCENTI	V	V	GAN	0.80	0.50	
GLASSER ROUNDS	Co	U4	MI	1.30	1.00	
GLEAN OF RED EYES	Co	C3	MIN	0.40	0.30	
GOLCONDA - INNER PEACE		R4	MA	5.50	5.00	
GOVERN THE UNALIGNED	AC	C1	MI	0.40	0.30	
GRAVE ROBBING	AC	U4	MI	2.30	1.00	
GRENADE	EQ: WPN	U1,1	MI	1.30	1.00	
GRENDAL - THE WORM EATEN	V	V	NOS	0.80	0.50	
GROWING FURY	Co	C1	MI	0.40	0.30	
GUNTHER - BEAST LORD	V	V	GAN	0.80	0.50	
GYPSIES	AL	U2	MI	3.00	3.00	
HASINA KESI	V	V	CAI	0.80	0.50	
HAVEN UNCOVERED		C3	MA	0.40	0.30	↓
HAWG	EQ: VCL	C2	MI	0.40	0.30	↓
HEATHER FLORENT-THE OPPST	V	V	VEN	0.80	0.60	↑
HECTOR SOSA	V	V	BR	0.80	0.50	
HELENA CASIMIR	V	V	VEN	1.00	0.70	
HELL HOUND	AL	R1,2	MIN	5.00	5.00	
HIDDEN LURKER	AC	C1	MI	0.40	0.30	
HIGH STAKES	POA	U3	MI	5.00	5.00	
HOMUNCULUS	RE	U2	MI	1.00	1.00	
HOSTILE TAKE OVER		R1	MA	5.00	5.00	
IGNATIUS	V	V	TRE	0.80	0.50	
IGO - THE HUNGRY	V	V	CAI	0.80	0.50	
ILLEGAL SEARCH AND SEIZURE		C3	MA	0.40	0.30	↓
IMMORTAL GRAPPLE	Co	R1,3	MI	5.00	4.00	
INDOMITABILITY	Co	C1	MI	4.00	0.30	
INFERNAL PURSUIT	Co	U3,4	MI	1.30	0.90	↑
INFORMATION HIGHWAY	UQ LOC	U1	MA	2.30	2.30	
IR GOGGLES	EQ	U1,4	MI	1.30	1.00	
IVORY BOW	EQ: UQ WPN	R4	MI	8.50	7.50	↑
J.S. SIMMONS ESQ.	RE: UQ	R1,4	MI	5.00	4.10	↓
JACKIE THERMAN	RE: UQ	R3,4	MI	5.00	5.00	↑
JAZZ WENTWORTH	V	V	VEN	0.80	0.50	
JING WEI	V	V	TRE	0.80	0.50	
JUSTINE - ELDER OF DALLAS	V	V	TRE	1.00	0.80	
KALISTA - MASTER SCULPTOR	V	V	TRE	0.80	0.50	
KINDRED INTELLIGENCE	AC	R2,4	MI	5.00	5.00	↑
KINDRED RESTRUCTURE	POA	POA	MI	2.00	1.50	↓
KINDRED SEGREGATION	POA	POA	MI	2.00	1.50	↓
KINDRED SOCIETY GAMES		R2	MA	5.00	5.00	
KINE DOMINANCE	AC	R2	MI	5.00	5.00	
KINE RESOURCES CONTESTED	POA	C2	MI	0.40	0.30	
KOKO	V	V	NOS	1.00	0.50	
KRCG NEWS RADIO	UQ LOC	U2	MA	2.10	1.50	↓
LAFTOP COMPUTER	EQ	U4	MA	0.40	0.30	
LAZARIUS	V	V	TRE	1.00	0.80	
LEGAL MANIPULATIONS	AC	C3	MI	0.40	0.30	





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LETTER FROM VIENNA		U1	MA	2.00	1.00	↓	1.00
LEX TALIONIS	V	POA	MI	2.00	1.00	↓	0.80
LIFE BOON	OOT	U4	MA	1.10	1.00		0.60
LOST IN CROWDS	ACM	C2	MI	0.40	0.30		0.30
LOYAL STREET GANG	AL	U1	MI	1.50	1.00		1.00
LUCIA PACCIOIA	V	V	VEN	0.80	0.60	↑	0.50
LUCIAN	V	V	MAL	1.00	1.00		0.50
LUCKY BLOW	CO	C3	MI	0.40	0.30		0.30
LUCRETIA - CESS QUEEN	V	V	NOS	1.00	0.90	↑	0.50
LUPU	V	BR	V	0.80	0.50		0.50
LYDIA VAN CUELEN	V	V	TRE	0.80	0.50		0.50
MADNESS NETWORK	UQ	R2	MA	5.50	5.00		4.50
MAGIC OF THE SMITH	AC	R4	MI	6.00	5.00	↓	4.50
MAJESTY	CO	C3	MI	0.40	0.30		0.30
MAJOR BOON	OOT	U4	MA	1.80	1.00		0.90
MALKAVIAN DEMENTIA	MA	U4	MA	1.20	1.00		0.70
MALKAVIAN JUSTICAR	POA	R3	MI	5.00	5.00		4.00
MALKAVIAN PRANK		R1,1	MA	5.00	5.00		4.00
MALKAVIAN TIME AUCTION		R3	MA	6.30	5.00	↑	3.80
MANSTOPPER ROUNDS	CO	U1,2	MI	1.50	1.00		0.90
MARIE - LADY THUNDER	V	V	MAL	0.80	0.50		0.50
MARTY LECHTANSI	V	V	NOS	1.00	0.70		0.50
MASIKKA	V	V	TOR	1.00	0.80		0.50
MASK OF 1,000 FACES	ACM	U2	MI	1.50	1.00	↑	0.80
MASQUERADE ENDANGERED	OOT	U4	MA	1.20	1.00		0.80
MASQUERADE ENFORCEMENT	V	POA	MI	2.50	1.00	↓	0.90
MELISSA BARTON	V	V	VEN	0.80	0.50		0.50
MERILL MOLITOR	V	V	TRE	0.80	0.50		0.50
METRO UNDERGROUND	UQ LOC	U2	MA	2.00	1.50	↓	1.00
MIGHTY GRAPPLE	CO	C2	MI	0.50	0.30		0.30
MILICENT SMITH-VMPRE HNTR	UQ	R3	MA	5.00	4.00	↑	3.00
MINION TAP	C3	MA	C3	0.50	0.30		0.30
MINOR BOON	OOT	U3	MA	2.00	1.00		0.90
MIRANDA SANOVA	V	V	BRU	1.00	0.70	↑	0.50
MISDIRECTION		C1	MA	0.50	0.30	↓	0.30
MOB CONNECTIONS	UQ	U3	MA	2.00	1.00		1.00
MONOCLE OF CLARITY	EQ: UQ	R4	MI	6.00	5.00	↑	4.00
MOVEMENT OF THE MIND	CO	C2	MI	0.40	0.30		0.30
MOVEMENT OF THE SLOW BODY	AC	U3	MI	2.00	1.50	↓	0.70
MR. WINTHROP	RE: UQ	R1,2	MI	5.00	4.00	↓	3.50
MUDDLED VAMPIRE HUNTER	AL	U1	MI	2.10	1.50	↓	1.00
MURDER OF CROWS	RE	MI	2,3	5.00	4.50	↑	3.50
NATASHA VOLICHEK	V	V	VEN	0.80	0.50		0.50
NAVAR MCCLAREN	V	V	CAI	0.80	0.50		0.50
NIGHT MOVES	AC	U1,4	MI	1.30	1.00		1.00
NIK	V	V	CAI	0.80	0.50		0.50
NIMBLE FEET	CO	C4	MI	0.40	0.30		0.30
NORMAL	V	V	MAL	0.80	0.50		0.50
NOSFERATU JUSTICAR	POA	R1	MAL	5.30	5.00		3.70
NOSFERATU PUTRESCENCE	CO	U2	MI	3.00	1.00		1.00
OBEDIENCE	REA	U1	MI	1.90	1.00		1.00
OBUSCATE	SK	C1	MA	0.50	0.50		0.30
OPEN GRATE	CO	C2	MI	0.40	0.30		0.30
OUTCAST MAGE	AL	U3	MI	2.00	1.00	↓	1.00
OWL COMPANION	RE	U3	MI	2.00	1.50	↓	1.00
OZMO	V	V	MAL	1.00	0.70		0.50
PARITY SHIFT	POA	V	MI	2.00	1.00	↓	0.80

CARD NAME	TYPE	RARITY	CLAN	UPPER	MEDIAN	LOWER
PATAGIA-FLAPS ALLWNG LMTD FL AC	POA	R4	Mi	6.00	5.00	↑ 3.50
PEACE TREATY	POA	C4	Mi	0.50	0.50	↓ 0.30
POLICE DEPARTMENT	UQ LOC	U1	Ma	2.00	1.00	↓ 1.00
POLITICAL ALLY	Al: UQ	R1	Mi	5.00	5.00	↑ 3.50
POLITICAL BACKLASH	REA	C3	Mi	0.50	0.40	↓ 0.30
POLITICAL FLUX	POA	C1	Mi	0.40	0.30	↓ 0.30
POTENCE	SK	C1	Ma	0.50	0.40	↓ 0.30
POWERBASE: CHICAGO	UQ LOC	U2	Ma	2.30	2.00	↓ 1.00
POWERBASE: WASHINGTON, DC	UQ LOC	U1	Ma	2.30	2.00	↓ 1.00
PRAXIS SEIZURE: ATLANTA	POA	R2	Mi	5.00	5.00	↑ 3.00
PRAXIS SEIZURE: BOSTON	POA	R2	Mi	5.00	5.00	↑ 3.50
PRAXIS SEIZURE: CHICAGO	POA	R2	Mi	5.00	5.00	↑ 3.00
PRAXIS SEIZURE: CLEVELAND	POA	R1	Mi	5.00	5.00	↑ 3.00
PRAXIS SEIZURE: DALLAS	POA	R2	Mi	5.00	5.00	↑ 3.00
PRAXIS SEIZURE: HOUSTON	POA	R1	Mi	5.00	5.00	↑ 3.00
PRAXIS SEIZURE: MIAMI	POA	R3	Mi	5.00	5.00	↑ 3.00
PRAXIS SEIZURE: MIAMI	POA	R4	Mi	5.00	5.00	↑ 3.00
PRAXIS SEIZURE: SEATTLE	POA	R3	Mi	5.00	5.00	↑ 4.00
PRAXIS SEIZURE: WASHINGTON DC	POA	V	Mi	2.00	0.80	↑ 0.50
PRESENCE	SK	C3	Ma	0.50	0.40	↓ 0.30
PROTEAN	SK	C3	Ma	0.50	0.40	↓ 0.30
PROTRACTED INVESTMENT		C4	Ma	0.40	0.30	↓ 0.30
PSYCHE	Co	U1	Mi	1.50	1.00	↑ 0.80
PSYCHIC PROJECTION	AC	R4	Mi	5.00	5.00	↑ 4.00
PSYCHIC VEIL	AC	R4	Mi	5.00	5.00	↑ 3.50
PULLED FANGS	Co	R1	Mi	5.00	5.00	↑ 3.50
PULLING STRINGS	REA	"U1,2"	Mi	1.50	1.00	↓ 0.80
PULSE OF THE CANAILLE	AC	U2	Mi	1.50	1.00	↓ 0.90
QUINTON McDONNELL	V	V	GAN	1.00	0.80	↓ 0.50
RAKE	V	V	BRU	1.00	0.60	↑ 0.50
RAMIEL DUPRE	V	V	TOR	0.80	0.50	↓ 0.50
RAMPAGE	AC	"U1,2"	Mi	2.00	1.00	↓ 0.60
RAPID HEALING	AC	C4	Mi	0.40	0.30	↓ 0.30
RAT'S WARNING	REA	C3	Mi	0.50	0.30	↓ 0.30
RAVEN SPY	RE	U1	Mi	1.50	1.00	↓ 0.80
READ INTENTIONS	Co	C3	Mi	0.40	0.30	↓ 0.30
REGAINING THE UPPER HAND	POA	C1	Mi	0.50	0.30	↓ 0.30
RENEGADE GAROU	AL	R4	Mi	5.30	5.00	↓ 4.50
RESPLENDENT PROTECTOR	RE	"R1,3"	Mi	5.00	5.00	↑ 2.50
RESTORATION	AC	C2	Mi	0.50	0.30	↓ 0.30
REVERSAL OF FORTUNES	POA	V	Mi	5.00	2.40	↓ 0.90
RICKI VAN DEMSY	V	V	GAN	0.80	0.50	↓ 0.50
RITUAL CHALLENGE	AC	R2	Mi	5.00	5.00	↓ 4.10
RITUAL OF THE BITTER ROSE	Co/REA	"R3,4"	Mi	5.00	4.00	↓ 3.50
ROLAND BISHOP	V	V	MAL	0.80	0.50	↓ 0.50
ROLAND LOUSSARIAN	V	V	VEN	0.80	0.50	↓ 0.50
ROMAN ALEXANDER	V	V	GAN	0.80	0.50	↓ 0.50
RORECA QUAID	V	V	TRE	0.80	0.50	↓ 0.50
ROTSCHIRCK	Oot	U4	Ma	1.30	1.00	↓ 1.00
ROWAN RING	Eq: UQ	R3	Mi	5.00	5.00	↑ 3.50
ROXANNE-RECTRIX O/HIE 13FLR	V	V	MAL	1.00	0.70	↓ 0.50
RPG LAUNCHER	Eq: WPN	R1	Mi	6.30	6.00	↓ 4.50
RUFINA SOLEDAD	V	V	VEN	0.80	0.50	↓ 0.50
RUMORS OF GEHENNA	POA	R1,4	Mi	5.00	5.00	↓ 4.00
SABRAT THREAT	POA	Mi	Mi	2.00	1.00	↓ 0.60
SABINE LAITTE	V	V	TRE	0.80	0.60	↑ 0.50
SAMMY	V	V	NOS	0.80	0.50	↓ 0.50
SARAH COBBLER	V	V	TRE	0.80	0.50	↓ 0.50
SATURDAY NIGHT SPECIAL	Eq: WPN, GUN	C1	Mi	0.40	0.30	↓ 0.30

JYHAD

SAWED-OFF SHOTGUN	Eq: WPN, GUN	C4	MI	0.50	0.40	↓	0.30
SCORN OF ADONIS	ACM	U1	MI	1.50	1.00	↓	0.90
SEBASTIAN MARLEY	V	V	NOS	0.80	0.50	↓	0.50
SEDUCTION	ACM	C4	MI	0.40	0.30	↓	0.30
SELMA - THE REPUGNANT	V	V	NOS	0.80	0.60	↑	0.50
SENGIR DAGGER	Eq: UQ WPN, MLE	R3	MI	6.00	5.00	↑	3.50
SHATTERING BLOW	Co	C1	MI	0.40	0.30	↓	0.30
SHELDON - LORD OF THE CLOG	V	V	NOS	1.00	1.00	↓	0.50
SHORT TERM INVESTMENT	ACM	C4	MA	0.40	0.30	↓	0.30
SIDESLIP	Co	C2	MI	0.40	0.30	↓	0.30
SIR WALTER NASH	V	V	VEN	1.00	0.70	↑	0.50
SKIN OF NIGHT	Co	U1	MI	1.50	1.00	↓	1.00
SKIN OF ROCK	Co	C1	MI	0.40	0.30	↓	0.30
SKIN OF STEEL	Co	C2	MI	0.40	0.30	↓	0.30
SLIM HUNTING GROUND	UQ LOC	U2	MA	2.00	2.00	↓	1.50
SMILING JACK THE ANARCH	UQ	R2	MA	8.00	7.30	↑	4.50
SMUDGE - THE IGNORED	V	V	CAI	0.80	0.50	↓	0.50
SOCIAL CHARM	AC	C2	MI	0.40	0.30	↓	0.30
SOCIETY HUNTING GROUND	UQ LOC	U4	MA	2.00	2.00	↓	1.00
SOCIETY OF LEOPOLD	UQ	R4	MA	5.00	5.00	↓	4.00
SOUL GEM OF ETRUIS	Eq: UQ	R2	MI	5.50	5.00	↓	4.50
SPIRIT BIKE	Eq: VCL	U1,2	MI	2.00	1.00	↓	1.00
SPRING MISSION	ACM	U2	MI	3.00	1.00	↓	0.90
STAKE	Eq: WPN, MLE	U1	MI	2.00	1.50	↓	1.00
STORM SEWERS	UQ LOC	U3	MA	1.30	1.00	↓	1.00
SUBMACHINE GUN	Eq: WPN, GUN	U3,4	MI	2.00	1.00	↓	0.80
SUCCUBUS CLUB	UQ	R4	MA	7.00	6.00	↑	4.50
SUDDEN REVERSAL	Oot	U2	MA	2.00	1.00	↓	1.00
SURPRISE INFLUENCE	REA	C4	MI	0.40	0.30	↓	0.30
SYLVESTER SIMMS	V	V	MAL	1.00	0.70	↓	0.50
TALBOT'S CHAINSAW	Eq: UQ WPN	R3	MI	7.00	7.00	↑	5.00
TASHA MORGAN (A)	Re	R1,3	MI	5.00	5.00	↓	3.80
TASHA MORGAN (B)	Re	R1,3	MI	5.00	5.00	↓	3.80
TASTE OF VITAE	Co	U2	MI	1.50	1.00	↓	0.90
TATIANA ROMANOV	V	V	TOR	1.00	0.70	↑	0.50
TELEPATHIC COUNTER	REA	C4	MI	0.50	0.30	↓	0.30
TELEPATHIC MISDIRECTION	REA	C1	MI	0.40	0.30	↓	0.30
TELEPATHIC VOTE COUNTING	ACM	R1	MI	5.30	4.00	↓	0.40
TEMPTATION OF GREATER PWR	R3	MA	5.00	5.00	↑	3.50	
THADUIS ZHO (MAGE)	AL	R3,4	MI	6.00	5.00	↓	4.00
THAUMATURGY	SK	C1	MA	0.50	0.40	↓	0.30
THE 1ST TRADITION: MASQUERADE	POA	R2,3	MI	5.00	4.00	↓	1.90
THE 2ND TRADITION: DOMAIN	REA	U1	MI	1.50	1.00	↓	0.90
THE 3RD TRADITION: PROGENY	AC	U2	MI	2.00	1.00	↓	0.80
THE 4TH TRADITION: THE AGING	AC	U3	MA	2.30	1.00	↓	0.80
THE 5TH TRADITION: HSPITLY	AC	U4	MI	2.30	1.50	↓	0.80
THE 6TH TRADITION: DSTRCTN	AC	U4	MI	2.00	1.00	↓	0.80

CARD NAME	TYPE	RARITY	CLAN	UPPER	MEDIAN	LOWER	
THE BARRENS	UQ LOC	C2	MA	0.50	0.40	↓	0.30
THE EMBRACE	AC	R1,2	MI	5.00	5.00		3.80
THE KNIGHTS	AL: UQ	R2	MI	5.30			4.50
THE LABYRINTH	UQ LOC	U3	MA	1.60	1.00		1.00
THE RACK	UQ LOC	U2	MA	2.00	1.00		1.00
THE SLASHERS	AL	R1	MI	5.00			4.50
THE SPAWNING POOL	UQ LOC	R1	MA	5.50	5.00		3.00
THE SPIRIT'S TOUCH	REA	C2	MI	0.60	0.50		0.30
THEFT OF VITAE	Co	C2	MI	0.50	0.50		0.30
THOMAS THORNE	V	V	TRE	0.80	0.50		0.50
THREATS	ACM	C1	MI	0.40	0.30		0.30
THROWN GATE	Co	C1	MI	0.40	0.30		0.30
THROWN SEWER LID	Co	C4	MI	0.40	0.30		0.30
THREBUS - SCANDALMONGER	V	V	NOS	0.80	0.50		0.50
TIMOTHY CROWLEY	VE - PN	V	V	1.00	0.70	↑	0.50
TOREADOR JUSTICAR	POA	R1	MI	5.00	5.00		4.50
TORN SIGNPOST	Co	U3	MI	1.00	1.00		0.50
TRAGIC LOVE AFFAIR		U2	MA	1.80	1.00	↓	0.80
TRAP	Co	C2	MI	0.40	0.30		0.30
TREME RE JUSTICAR	POA	R4	MI	5.00	5.00		4.50
TURA VAUGHN	V	V	BRU	1.00	0.70	↑	0.50
TUSK - TALENTFARER	V	V	NOS	0.80	0.60	↑	0.50
ULUGH BEG - THE WATCHER	V	V	JUS	1.00	0.70		0.50
UMA HATCH	V	V	BRU	0.80	0.50		0.50
UNDEAD PERSISTENCE	Co	U1,2	MI	1.00	1.00	↑	0.80
UNDEAD STRENGTH	Co	C1	MI	0.40	0.30		0.30
UNFLINCHING PERSISTENCE	Co	C4	MI	0.40	0.30		0.30
UNNATURAL DISASTER		C4	MA	0.40	0.30		0.30
UPTOWN HUNTING GROUND	UQ LOC	U4	MA	2.00	1.80	↓	1.00
URBAN WINTER	V	V	CAI	0.80	0.50		0.50
VAMPIRIC SPEED	Co	C2	MI	0.50	0.40	↓	0.30
VAMPIRIC DISEASE		R2	MA	5.00	3.00	↑	0.40
VANISH FROM MIND'S EYE	Co	C2	MI	0.30	0.30		0.30
VAST WEALTH		U3	MA	2.30	1.50	↓	1.00
VENTURE HEADQUARTERS	UQ LOC	U3	MA	2.00	1.00		1.00
VENTURE JUSTICAR	POA	R3	MI	5.00	5.00		4.00
VIOLETTE PRENTISS	V	V	GAN	0.50			0.50
VILIAM ANDOR	V	V	GAN	0.80	0.50		0.50
VOTER CAPTIVATION	ACM	U1,3	MI	1.30	0.90	↑	0.80
VULNERABILITY		U3	MA	1.30	1.00		1.00
WAKE WITH EVENINGS FRSHNS	REA	C3	MI	0.50	0.40	↓	0.30
WALK OF FLAME	Co	U1,2	MI	1.20	1.00		0.80
WARZONE HUNTING GROUND	UQ LOC	U2	MA	2.00	2.00		1.00
WEATHER CONTROL	Co	U1	MI	1.50	1.00	↑	0.80
WELL-ARMED CAR	Co	U2	MI	1.30	0.90		0.80
WOLF CLAWS	Co	C2	MI	0.40	0.30		0.30
WOLF COMPANION	Re	U1,4	MI	1.30	1.00		0.80
WYNN	V	V	GAN	1.00	0.80		0.50
XTC LACED BLOOD	OOT	R1	MA	5.50	5.00		4.50
YURI - THE TALON	V	V	BRU	0.80	0.50		0.50
ZACK NORTH	V	V	GAN	0.80	0.50		0.50
ZEBCULON	V	V	MAL	0.80	0.50		0.50
ZIP GUN	Co	U1,3	MI	1.00	0.90	↑	0.80
ZOO HUNTING GROUND	UQ LOC	U3	MA	2.30	1.80	↓	1.00
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RAGE

38 Special	Eq	C	Grand Klaive	Eq	R	Rend and Tear	Cm	U	Bladetooth	C	G
9mm Semi-Auto Pistol	Eq	U	Grandfather Thunder	Ev	U	Rite of Glory	Rt	C	Blood-on-the-Wind	R	W
Alaskan Wolf Hunt	Ev	R	Grazing Wound	Cm	C	Rite of Investiture	Rt	R	Bron Mac Fionn	R	F
Alexander ThunderRage, SL	PL	F	Greater Banishment	Gf	R	Rite of Passage	Mt	C	Buggerhead	U	BG
Alias	Gf	R	Griffin	Ev	U	Rite of Wisdom	Rt	C	Carla Grimsson	U	G
Attacking the Wyrms	Cm	C	Gunnar Draugrbane, Gf	PL	F	Rite of Wounding	Rt	U	Carleson Ruah	C	SL
Aura of Confidence	Gf	U	Half Moon	Ev	C	Rite: Gathering f/the Deprtd	Rt	C	Cernonus	U	CG
Awe	Gf	U	Harano Gloom	Ev	R	Rite: Satire Song	Rt	U	Charging Bull	U	W
Balor's Gaze	Gf	R	Head Wound	Cm	U	Rite: Stone of Scorn	Rt	U	Crick Rumwrangler	C	BG
Bane Arrow	Eq	U	Heart of Fury	Gf	U	Ritual Challenge	Mt	C	Dharma Bum	C	BG
Battle Song	Gf	C	Hogling	E	C	Roll Over	Gf	U	Diem	C	CG
Beast Mind	Gf	U	Hunting Party	Cm	U	Run Like Hell	Cm	U	Eater-of-Bears	C	RT
Bite	Cm	C	Icy chill of Despair	Gf	U	Samuel Haight	E	R	Edgewalker	C	SL
Black Spiral Dancer	E	U	Impergium	Mt	R	Sands of Sleep	Eq	R	Evan Heals-the-Past	C	W
Blissful Ignorance	Gf	C	Inbred Disorder	Ev	R	Saving Face	Mt	C	Eyes-of-Frost	C	W
Block	Cm	C	Incarna Sigil	Eq	R	Scouring the Wyrms	Ev	C	Fang Jumper	C	G
Block and Strike	Cm	U	Insightful Eyes	Gf	C	Scouting Mission	Ev	R	Gere Hunts-the Hunters	U	G
Body Blow	Cm	C	Jack Deblitongue, BG	PL	F	Scream of Gaia	Gf	U	Gesar	C	Sg
Body Wrack	Gf	R	Jackal's Curse	Mt	C	Serenity	Gf	C	Golgor Fangs-First	R	G
Bones of Shakir Hind	Eq	R	Jam Technology	Gf	U	Shape Shift	Ac	C	Goll Mac Mournna	U	F
Bottlecap of Shakey Mac	Eq	R	Journey Onward	Ev	R	Shield Mate	Cm	U	Grek Twice-Tongue	U	SS
Broken Limb	Cm	C	Journey to the East	Ev	R	Shogecha Hunter Moon, W	PL	F	Greyfist	U	SF
Bum Rush	Cm	U	Justice Under Gaia	Mt	R	Shotgun	Eq	R	Grimfang	R	SF
Burrow	Gf	C	Kelly Still Waters, CG	PL	F	Shroud	Gf	U	Growls-at-Moon	U	RT
Caern Building	Mt	U	kinfolk Enivnmental Activist	Al	R	Shu Horus, Silent Striders	PL	F	Guides-to-Truth	R	Uk
Calling a Champion	Mt	R	Kinfolk Small Town Cop	Al	R	Silhouette	E	R	Howard Koar	C	Sg
Camouflage	Gf	U	Kinfolk Soldier of Fortune	Al	R	Silver Ammo	Eq	R	Ivan Korda	C	SL
Careful Strike	Cm	U	Kinfolk TV Reporter	Al	R	Silver Claws	Gf	R	Jacky Gecko	C	Uk
Cat Feet	Gf	U	Kinfolk veterinarian	Al	R	Silver Record	Mt	C	Jubati	C	Uk
Chimera	Ev	U	Klailat Stargazer, Sg	PL	F	Skindancer	Mt	R	Julisha o/the Thou. Masks	R	BF
Circular Attack	Gf	R	Klaive	Eq	R	Sneak Attack	Ac	U	Lamurun	U	Uk
Close Bawn	Mt	R	Kneecapper	Cm	C	Solid Blow	Cm	C	Lord Albrecht	U	SF
Cockroach	Ev	U	Knife Wind	Gf	R	Song of Rage	Gf	U	Mamu	R	RT
Command Spirit	Gf	U	Leadership Challenge	Ev	R	Song of the Great Beast	Al	R	Mari Cabrah	U	BF
Coup De Grace	Gf	R	Legendary Leadership	Mt	R	Spear of Deceit	Eq	R	Morgan the Unworthy	C	F
Crescent Moon	Ev	C	Lesser Banishment	Gf	C	Spine Crushed	Cm	R	Mother Larissa	R	BG
Critical Blow	Cm	R	Leukippes, BF	PL	F	Spirit Drain	Gf	R	Murikei High-Mountain	R	Sg

CARD NAME	TYPE	RARITY	CARD NAME	TYPE	RARITY	CARD NAME	TYPE	RARITY	CARD NAME	TYPE	RARITY
Curse of Hatred	Gf	U	Lone Wolf Lupo, GW	PL	F	Spirit of the Fray	Gf	U	Natasha Moon Chaser	C	SS
Deranged Mokole	E	R	Lost Calling	Ev	R	Stag	Ev	U	Nephthys Mu'at	U	SS
Disarm	Cm	U	Lucky Blow	Cm	R	Staredown	Gf	C	No'iri'n Ni' Dhonaill	C	F
Disembowelment	Cm	R	Luna's Armor	Gf	U	Sticky Paws	Gf	C	Old Storm-Chaser	U	RT
Distractions	Gf	U	Luna's Links	Eq	R	Stinging Wound	Cm	C	Passer	C	SS
Dodge	Cm	C	Lunar Eclipse	Ev	R	Suprise Ally	Cm	R	Pearl River	R	CG
Drunken Revelry	Ev	R	Mangle	Cm	R	Suprise Attack	Cm	R	Questor Treetailer	C	CG
Dry Gulch	Cm	U	Massive Wound	Cm	R	Survivor	Gf	R	Rainpuddle	C	Sg
Elder Stone	Eq	U	Master of the Pack	Gf	R	Swipe	Cm	C	Roar of Storms	U	SL
Elder Vampire	E	R	Matriarch Mourning	Ev	R	Take the True Form	Gf	U	Roger Daly	R	GW
Entrail Rend	Cm	R	Merciful Blow	Gf	U	Taking the Death Blow	Cm	R	Roshen One-Arm	C	SF
Entrapment	Ev	U	Messenger's Fortitude	Gf	U	Taunt	Ac	U	Running Creek	C	Uk
Evade and Strike	Cm	R	Might of Thor	Gf	U	Telling Blow	Cm	U	Scar Throat Leech-Killer	C	G
Evasion	Cm	R	Mindspcak	Gf	C	The Piper	E	R	Scratches-at-Fleas	U	BG
Exorcism	Gf	C	Mokole Hide	Eq	R	The Stolen Wolf	Mt	U	Shakar	R	Bag
Eye of the Cobra	Gf	U	Moon bridge Escape	Gf	U	Trackless Waste	Gf	U	Simon Gentle	C	GW
Eyes Gouged	Cm	U	Moon Sign	Eq	R	Tribal Alliance	Mt	C	Sings-for-the-Beast	C	SF
Faerie Kin	Al	R	Mother's Touch	Gf	C	Tribal War	Mt	R	Sister Judith Paws of Light	U	BF
Falcon	Ev	U	Naturae Boon	Eq	U	True Fear	Gf	U	Sofya Softkiller	C	SF
Fang Dagger	Eq	R	Nerve Cluster	Cm	U	Uktena	Ev	U	Son-of-Moonlight	U	F
Fang Necklace of Fenris	Eq	R	New Moon	Ev	C	Uktena Wyrmsfoe	E	R	Song Chiang	U	GW
Fast Strike	Cm	R	No Escape	Cm	U	Umbral Escape	Cm	R	Spotlight	C	RT
Feather of the Phoenix	Eq	R	Odor of Skunk	Gf	U	Umbral Quest	Ev	C	Stands-Like-Mountain	C	RT
Feint	Cm	U	Offbalanced Attack	Cm	C	Unicorn	Ev	U	Susan Anthony	C	BF
Fenris	Ev	U	Oisín Mac Gaelach, Fianna	PL	F	Victory Party	Rt	C	Syntax	C	GW
Fenris Bite	Gf	R	Old Red Eagle, Uktena	PL	F	Vital Blow	Cm	U	Tanzut	C	SS
Flak Jacket	Eq	C	Old Wolf of the Woods, RT	PL	F	War Paint of Wahya Ohni	Eq	R	Teeth-of-Titanium	U	GW
Flame Spirit	Al	U	Organ Puncture	Cm	U	Wendigo	Ev	U	Thomas Kachina	C	W
Flesh Wound	Cm	C	Overextended Attack	Cm	C	Whelp Body	Gf	U	Thunder Tiger	U	Sg
Flower of Aphrodite	Eq	R	Owl	Ev	U	Winter Wolf	Mt	C	Tim Rowantree	C	CG
Fomori	E	C	Pack Defense	Cm	U	Wisdom of the Seer	Gf	R	True Silverheels	U	CG
Fomori	E	C	Peace of Nature	Ev	R	Wolf Kinfolk	Al	C	Virus-to-Wyrm	C	GW
Forceful Wind	Cm	R	Pegasus	Ev	U	Wolf Spirit	Al	C	Volcheka Jbarruri	C	BF
Frenzy	Cm	U	Pentex Forestry Team	E	U	Wyrms Skin	Eq	R	Walks-with-Might	R	SS
Full Moon	Ev	C	Pentex Refinery	E	R	Wyrms Slayer, Ronin Garou	Al	R	Wind-Across-the-Hills	C	F
Fur Gnarl	Cm	U	Persuasion	Gf	C	Wyrms Taint	Ev	R	Zachary Ellison	U	SL
Furmling	E	C	Portable Computer	Eq	R	Yuri Tvarovitch, Silver Fangs	PL	F			
Gaffling Pest	Al	C	Praise the Malformed	Mt	R						
Gaia's Vengeance	Gf	R	Progenitor Mage	E	R	Allamande	R	Ra			
Gangrel Ally	Al	R	Pumpkin Man	E	U	Allison Kachina	U	W			
Garbage Food Poisoning	Ev	R	Quoting the Litany	Mt	U	Amari Howls-from-soul	C	BF			
Geas	Gf	U	Ragnarok	Ev	R	Anna Eyes of the Sun Pelefrey	U	Uk			
Gibbous Moon	Ev	C	Rat	Ev	U	Anna Kliminski	R	SL			
Gift of Porcupine	Gf	C	Razor Claws	Gf	U	Antonie Teardrop	U	Sg			
Glancing Blow	Cm	C	Reclaiming the Stolen	Ev	C	Augra	R	Gu			
Glib Tongue	Gf	R	Remove Gaia's Blessing	Gf	U	Banana Split	C	BG			

LEGEND=TRIBES
Bagheera=Bag
Black Furies=BF
Bone gnawers=BG
Children of Gaia=CG
Fianna=F
Get=G
Glass Walkers=GW
Gurahl=G
Ratkins=Ra
Red Talons=RT
Shadow Lords=SL
Silent Striders=SS
Silver Fangs=SF
Stargazers=Sp
Uktena=Uk
Wendigo=W

LEGEND=TYPE
Ally=Al
Combat=Cm
Action=Ac
Enemy=E
Event=Ev
Gift=Gf
Moose=Mt
Rite=RT
Equipment=Eq
Past Life=PL



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Crocodile	D	C	Frey	TR	U	Owl	A	I
Elephants	HA	U	Sir Galahad	DS	C	Panther	BA	R
Pan	A	U	Gram	BA	U	Phoenix	I	R
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Ajax	R	C	Ishtar	A	U	Tengu	BA	C
Amazons	HA	U	Labyrinth	T	C	Golden Dragon	D	C
Hippolyte	HA	U	Merlin	A	U	Violet	D	C
Minotaur	BA	C	Midas	A	U	Tatsu	D	C
Medusa	A	U	Pandora	A	U	Sui-Riu	D	C
Echo	HA	C	Prometheus	BA	U	Han-Riu	D	C
Chronos	TR	U	Sirens	A	C	Ka-Riu	D	C
Poseidon	HA	C	Tor	BA	U	Ri-Riu	D	C
Atlantis	TR	U	Trolls	HA	C	Nergal	D	C
Atlas	BR	U	Valhalla	TR	U	Heavenly Naga	D	C
Avalon	A	U	Wandering Rocks	T	C	Divine Naga	D	C
Banshee	BA	C	Trojan Horse	TR	R	Earthly Naga	D	U
Bifrost	TR	U	Ape	I	U	Hidden Naga	D	C
Calypso	R	U	Badger	BA	U	Piasa	D	C
Camelot	T	C	Crickit	BA	C	O-Gon-Cho	D	U
Centaur	A	C	Doves	BA	C	Ethiopian Dream	D	C
Blinding Light	HA	C	Firefly	I	U	Dragon of Knucker Hole	D	U
Cyclops	BA	C	Golden Grasshopper	BA	U	Dragon of Exe Valley	D	U
Dwarf King	TR	U	Celestial Charger	BA	C	White-Eared Dragon	D	C
Fortuna	BA	U	The Pathfinder	A	R	Green Dragon	D	C
Inflation	TR	U	Red Kangaroo	R	U			
Dragon on Strike	A	U						

CARD TYPES:		DS	DRAGON SLAYER
A	ACTION	R	REACTION
BA	BATTLE ACTION	T	TERRAIN
BR	BATTLE REACTION	TR	TREASURE
D	DRAGON		

WYVERN SKILL RATINGS STARTER DECK EVENTS

Name	ZIP	Rating	Name	ZIP	Rating
Henning, Harold	06804	3938	Fink, Adam	10901	3000
Searight, Jonathan	20684	3767	Keavery, John	10583	2900
Bissonnette, Doug	06606	3750	Henning, Inger	06804	2850
Neville, Dan	87505	3533	Steigerwalt, Juldis	12590	2767
Jones, Steve	10024	3500	Rakowski, Bill	21213	2700
Toth, Barron	06611	3425	Ceretta, Lou	06468	2667
Tung, Simon	LSLSM7	3300	DiGino, Matthew	04118	2650
Galullo, Doug	06489	3300			

WYVERN SKILL RATINGS TOURNAMENT DECK EVENTS

Name	ZIP	Rating	NAME	ZIP	RATING	NAME	ZIP	RATING
Castanzo, Gavin	11777	3343	Dunn, Craig	77381	2277	Sedich, David	06460	1960
Bard, Alex	11733	2950	Bissonnette, Doug	06606	2263	Maher, Jim	06606	1925
Jackson, Josh	12180	2700	McRavey, Colin	06460	2189	Webster, Del	77386	1925
Arents, Janine	06413	2482	Slater, Jerrod	06460	2117	Louie, Dan	06851	1885
Jones, Steve	10024	2467	Costanzo, Sergio	11738	2114	Fitzgerald, Mike	06851	1883
Lesiak, Steve	07036	2433	DeBernardo, Harry	06460	2060	Evans, Ian	06460	1800
Voytek, Thomas	06525	2414	Thomas, Charlie	77386	2050	Toth, Barron	06611	1589
Ferris, Bill	77386	2394	Choma, Ray	06460	1975			
Rogers, Brandon	77386	2367	Adam, Roger	77381	1967			



SCRYE COLLECTOR LIST

ON THE EDGE: SHADOWS

#	CARD NAME	RARITY	D42 THUNDER GRUEN	U2	D80 NORTON RUMPLE	C2
D1	ABOUT THE LOW-LIFES	U1	D43 JIL GRUNDER	U2	D81 BENJAMIN SELLS	C2
D2	CRIME & PUNISHMENT	U1	D44 GUM IT UP	C4	D82 SHAKE 'EM OUT	C3
D3	MR. LeTHUY'S SECRET	U1	D45 ROMAN GUNDLE	U2	D83 GAYTH SILVER	C2
D4	THE NET'S SECRET	U1	D46 HACK-MASTER	C2	D84 SLAUGHTER	U2
D5	MONTY ALBION	U3	D47 EDDIE HAGGLE	U3	D85 SLUDGE	C2
D6	ALL-FOURS	U1	D48 BARBER HAMMOCK	U1	D86 SMACK BACK ATTACK	C4
D7	GHADIR ALLEMI	U1	D49 HAND OUT TO THE LOST	C3	D87 SPIKE	C2
D8	LYUBOV ANATOVA	U1	D50 HEATING UP	U2	D88 SQUEAKS U3	
D9	ALICIA ANDROMEDA	C2	D51 JERRY HECKLE	U1	D89 ANIELA STANSKY U2	
D10	ANNIE THE RIB	C2	D51 JERRY HECKLE	U1	D90 STARTLE C2	
D11	ASTRAL TEMPEST	C3	D52 CONSUELA HERRERA	U2	D91 STARWALK	C2
D12	ATAVISM: PRIESTESS OF MU	U1	D53 HONOR AMONG THIEVES	C4	D92 ROBERT STOP	C2
D13	TOMMY BAKKA	U3	D54 HOWDAH	U2	D93 COOPER SYME	C2
D14	ANDREW BANKS	U1	D55 ANYA HUESCO	U1	D94 "ROD" "SCABS" "TAR"	C2
D15	RIXA BEKKER	U3	D56 AZZA JAMI	U3	D95 FEA TERRONEZ	U1
D16	BOLSTERED HEART	U1	D57 KNOBS	C3	D96 THE RADIATOR	U2
D17	DR. RENEE BONEAU	U1	D58 KWIK KLINIK	U2	D97 THE SKIDS	C3
D18	BUMS' RUSH	C4	D59 LeTHUY INJECTION	C2	D98 THE SQUEEZE	C3
D19	ACE J. CIRRUS	C3	D60 MR. TRAMH LeTHUY	U1	D99 CLYDE THROCKMORTON	U1
D20	CONTACTS IN THE CPC	C2	D61 GIOVANNI MANCINI	U1	D100 DOLORES TITANIA	U1
D21	JORGE CORRIENDO	U3	D62 FREDDIE MANGER	U3	D101 TOUCHY EXPLOSIVES	C3
D22	CRACKDOWN	U1	D63 GREGORY MANTLE	U3	D102 UNDERWORLD CONTACTS	C3
D23	MONIQUE D'AUBAINNE	U1	D64 KALEV MARAN	U2	D103 VIBRO BLASTER	C3
D24	DE-INDIVIDUATOR	U3	D65 RITA MILAGRO	U1	D104 VORTEX	U1
D25	"DEAD, DEAD, DEAD"	C4	D65 RITA MILAGRO	U1	D105 TANJA VOSS	U1
D26	T. JOE DRECK	U3	D66 VINCENT MOIRE	C2	D106 SIMON WALLOP	C2
D27	EEL	U2	D67 MOONSILK	U2	D107 WALTER WAS	U3
D28	EL ZOD 7	C2	D68 AJAY OBALAGO	U1	D108 GREAT WHITE	C2
D29	FACELESSNESS	C3	D69 RODNEY ODGE	C2	D109 RHONDA WIDDERSHINS	C2
D30	MAY FERENDI	U1	D70 SEIJI OGATA	U1	D110 WRENCH	C2
D31	ROZ FERNSEH	U2	D71 LISSY OMGEK	U1	D111 XOTOK	U1
D32	OTTO FINKELSTEIN	U2	D72 ORDERS FROM TOMORROW	C2	D112 SANDY YAMA	C2
D33	FISHWIPE	C2	D73 GIURGIU OTINKA	U1	D113 MARGARITA YELMO	U2
D34	FLUX	U2	D73 GIURGIU OTINKA	U1	D114 OMNI YUSHKA	C2
D35	FORMLESS	U2	D74 OTZ	U3	D115 OMA ZERO	U3
D36	BETTY FRENUM	U1	D75 ELIZABETH POCK	U1	D116 LAURA ZOOM	U1
D37	FRIENDS IN JUSTICE BARRIO	C4	D76 LUJAYN QUFRA	U1	D117 M'AY ZUNG	U1
D38	FRIENDS UNDER THE STREET	C4	D77 HANK RAMAS	C2	D51 DIFFERENT BACKGROUND COLORS ON EACH VARIANT.	
D39	MIRIAM GALAXY	C3	D78 WANDA ROD	U2	D65 DIFFERENT BACKGROUND COLORS ON EACH VARIANT.	
D40	PEPPER GRANGE	C3	D79 ALONZO RUBIO	U1	D73 DIFFERENT BACKGROUND COLORS ON EACH VARIANT.	
D41	JULIE GROUSE	U1	D79 ALONZO RUBIO	U1	D79 DIFFERENT BACKGROUND COLORS ON EACH VARIANT.	



SCRYE COLLECTOR LIST

HYBORIAN GATES

NAME	TYPE	RARITY	NAME	TYPE	RARITY	NAME	TYPE	RARITY	NAME	TYPE	RARITY
Archeons	AC	U	Gate Cruiser	AV	VR	Hestia's Gate	GG		Baath	OC	R
Brothers to the Sword	AC	C	Gate Ship	AV	VR	Io's Gate	GG		Death Taster	OC	VR
Dragon Knight	AC	R	Kargon Ranger	AV	U	Styx's Gate	GG		Dragon Helper	OC	U
Jaded Couple	AC	VR	Moon Rider	AV	U	Zagreus' Gate	GG		Electra	OC	VR
Leviathan of Taz	AC	C	Nebula Cruiser	AV	C	Zeus' Gate	GG		Far Eyed Soarer	OC	C
Lizarden Specialist	AC	VR	New Ark	AV	U	Agrippa's Curse	GM	R	Helios	OC	R
Mer-Cees	AC	U	Ship of Boris	AV	C	Angel in Glass	GM	U	Light Bringers	OC	U
Mer-She	AC	R	Ships of the Night	AV	C	Can't Happen	GM	U	Lightning Daughter	OC	R
Mer-Tians	AC	U	Simple Sphere	AV	VR	Deceiver	GM	U	Peek Twins	OC	U
Saurian Rider	AC	VR	Skull Ship	AV	R	Elf Action	GM	U	Red Ghosts of Time	OC	C
Surge Protector	AC	C	Transport Bot	AV	C	Encapsulation	GM	R	Reptile Mistress	OC	C
The Friend	AC	C	Vortex Dish	AV	U	Light Storm	GM	U	Rider	OC	R
The Russels	AC	R	Vortex Walker	AV	U	Lightning Stiker	GM	R	Tarnish	OC	R
The Telden	AC	U	Adeluvians	CC	R	Lost in Thought GM			Warden's Castle	OC	U
Cleito's Gate	AG		Amber Watcher	CC	C	Misty City	GM	U	Wingling	OC	U
Doris' Gate	AG		Bengali	CC	R	Monster Friendship	GM	R	Amunet's Gate	OC	U
Nereus' Gate	AG		Chargest	CC	R	Mountain Protection	GM	U	Anubis' Gate	OG	
Oceanus' Gate	AG		Dragon Rage	CC	VR	Not Today	GM	R	Atum's Gate	OG	
Pontus' Gate	AG		Dragon Riders of Ott	CC	R	Osiran Safety	GM	U	Hathor's Gate	OG	
Scylla's Gate	AG		Feline	CC	U	Painted Woman	GM	U	Horus' Gate	OG	
Bar Folk	AsC	R	Flyers of the Vortex	CC	C	Peace Bringer	GM	R	Niut's Gate	OG	
Dinos of the Mount	AsC	C	Gorgat	CC	R	Peace Peak	GM	U	Ptah's Gate	OG	
Feline Fems of Nerth	AsC	C	Interested Cats	CC	R	Peaceful Intent	GM	U	Re's Gate	OG	
Galaxy Lightning Corp	AsC	VR	Last Minotaur	CC	U	Protected	GM	R	Sekmet's Gate	OG	
Last Defenders	AsC	U	Lifters	CC	C	Salezians	GM	U	Shu's Gate	OG	
Lights Lady	AsC	U	Lightning Dragon	CC	VR	Tarn Woman	GM	U	Thoth's Gate	OG	
Mark in Defense	AsC	VR	Mawling	CC	R	The Enchanted Falls	GM	U	Arnth	OT	R
Mentalists of Tunetha	AsC	C	Midnight Web Spinner	CC	C	The Pond of Peace	GM	U	Blaze	OT	R
Power Blade Master	AsC	U	Mist Dwellers	CC	R	Twister	GM	R	Blaze Goddess	OT	C
Reever AsC		R	Mistress of Horse	CC	C	World Essence	GM	U	Icon Warrior	OT	VR
Serfs of Nod	AsC		Quatzalatzan	CC	U	Zapper	GM	R	Kargars	OT	R
Sigmund AsC		R	Quest for Truth	CC	C	Dragon Slayer	GT	VR	Seket	OT	VR
Sinder AsC		VR	Tanian	CC	VR	Earth Riser	GT	VR	Serpent Warriors	OT	U
Tellat AsC		R	The Dancing Pair	CC	C	Flortian	GT	R	She Terror	OT	VR
Treen	AsC		Anwn's Gate	CG		Just A Man	GT	C	Swords Woman	OT	C
Tun	AsC		Cerberus' Gate	CG		Kai-Louw	GT	C	The Fire Axeman	OT	C
Vanessa AsC		VR	Chimaera's Gate	CG		Kufu's Blessing	GT	C	The Red Seeress	OT	C
Wolves of Garthank	AsC	U	Gorgons' Gate	CG		Last Bridge Holder	GT	VR	The Resistors	OT	U
Bor's Gate	AsG		Grendel's Gate	CG		Merlina	GT	U	Threes	OT	VR
Fregja's Gate	AsG		Kraken's Gate	CG		Moon Dance	GT	C	Tomaniee	OT	U
Garm's Gate	AsG		Pazuzu's Gate	CG		Nomad	GT	VR	Weapons Masters	OT	C
Hel's Gate	AsG		The Hydra's Gate	CG		Quick Star	GT	C	Winged Warrior	OT	R
Loki's Gate	AsG		Typhon's Gate	CG		Red Blade	GT	C	Wren	OT	U
Odin's Gate	AsG		Aquanian	CM		Red Titan	GT	U	Wrestlers	OT	VR
The Norns' Gate	AsG		Atlan	CM	VR	Rumblers	GT	VR	Axes of Horleen	OTCH	R
Action Mistress	AT	U	Beast of Temple Doom	CM	C	Simmer	GT	R	Bringers of Light	OTCH	C
Agrellus	AT	VR	Centaurin	CM	VR	Sky Mistress	GT	U	Bugle of the Vortex	OTCH	C
Antarea	AT	R	Char Dragon	CM	C	Slave Freer	GT	VR	Crimson Sphrs o/Valor	OTCH	C
Bladed Couple	AT	U	Charta Harpy	CM	U	The Axer	GT	C	Final Spear	OTCH	C
Blaster	AT	VR	Condoon	CM	VR	The Bladesman	GT	C	Flame Thrower	OTCH	VR
Del Sin	AT	R	Death Sentinel	CM	C	The White Lady	GT	C	Knights of Time	OTCH	C
Drop Troops of Zen	AT	C	Dragon of the Veil	CM	VR	Xerecles	GT	R	Mind Jewel	OTCH	C
Emerald Titan	AT	R	Emerald Slayer	CM	C	Xermies	GT	R	Mix Master	OTCH	VR
Guardian of the Mists	AT	C	Georgian Avian	CM	C	Alasandra	HC	VR	Mountain Challenge	OTCH	U
Hyde	AT	VR	Goblin	CM	U	Death Mists	HC	VR	Mountain Support	OTCH	U
Laz Couple	AT	VR	Green Dragon of Thuu	CM	VR	Flutter Twins	HC	VR	Powered Gateway	OTCH	R
Lightning Thrower	AT	VR	Grow-alt	CM	VR	Himself	HC	R	Quickening Mist	OTCH	R
Major Players	AT	C	Grug	CM	VR	Ivory Lady	HC	VR	Saucer of Yeanol	OTCH	C
Pistoleer	AT	C	Just a Dragon	CM	C	Lightning Master	HC	VR	Ship of the Ages	OTCH	C
Red Slayer	AT	C	Monarch Bat	CM	C	Minor Bold Ones	HC	U	Starship of Thang	OTCH	C
Rok the Relentless	AT	R	Monster Willow	CM	C	Minor Raider	HC	VR	Summoner	OTCH	U
Sea Challenger	AT	C	Mountain Monster	CM	C	Path's Handmaiden	HC	U	Supplicant	OTCH	VR
Silencers	AT	C	Roon	CM	R	Protectors	HC	U	Titan Flames	OTCH	R
Spirit Gunner	AT	VR	Rulers of Anselon	CM	VR	Shadow Creature	HC	VR	Vanhelephant	OTCH	R
Task Master	AT	VR	Senella	CM	U	Sake Minions	HC	VR	Weapons of Semaj	OTCH	R
The Man	AT	U	Shrieken	CM	R	Theif in the Night	HC	VR	Weapons of Thor	OTCH	U
The Rider	AT	U	Stone Dragon	CM	U	Uncaring Fiend	HC	R	Weapons of Yanny	OTCH	U
Tronst	AT	R	Tareel	CM	U	Absorption	HT	R	White Magic Vssl o/Doos	OTCH	C
Universal Trooper	AT	VR	The Crimson Courser	CM	C	Black Gambit One	HT	VR	A Vampire Moon	PS	C
White Rider	AT	U	Typhus	CM	VR	Brak the Brave	HT	U	Amber Tide	PS	VR
Zaben Tat	AT	U	Were-Lion	CM	C	Dark Drifter	HT	VR	Anger of The Gods	PS	VR
Archeons	AT	VR	Winged Piercer	CM	R	Death's Sister	HT	VR	Art Imitates Life	PS	C
Death Rider	AT	R	Boon Companions GC		C	Dragon Rider	HT	U	Attack!	PS	R
Djin	AT	VR	Cloak Master	GC	U	Easy Rider	HT	VR	Awesome Strength	PS	VR
Dream Warriors	AT	U	Corbin	GC	U	Evony Death Watcher	HT	U	Castle Rising	PS	R
Illusion Maker	AT	R	Dark Challenger	GC	U	Forcien	HT	R	Crimson Force	PS	U
Lady of Ice	AT	C	Dazzler	GC	R	Formulators	HT	VR	Crimson Ice	PS	U
Land's Guardian	AT	C	Hera's Blade	GC	R	Imps of Neff	HT	C	Crimson Tide	PS	R
Lightning Sifter	AT	VR	Horse Allies	GC	C	King Tuan	HT	VR	Doom Suit	PS	C
Mer-Lass	AT	C	Leveler	GC	U	Kingdom Breaker	HT	VR	Ebony Darkness	PS	VR
Mer-done	AT	R	Mist Dwellers of Surn	GC	C	Lesser Ebony Guardian	HT	R	Emerald Force	PS	VR
Nevik	AT	R	Sanshall	GC	R	Lesser Siren	HT	U	Emerald Ice	PS	U
Night's Teacher	AT	VR	Snow Cats	GC	VR	Light's Godling	HT	VR	Emerald Tide	PS	U
Nile's Gift	AT	C	Sword of Protection	GC	R	Little Fiend	HT	R	Energy Mountain	PS	U
Quickbeam	AT	R	Tandalea	GC	U	Lone Guardian	HT	VR	Fallen	PS	C
Romulus AtT		U	The Archer of Fletchen	GC	C	Minor Black Grunnel	HT	C	Feathered Mistress	PS	C
Salazia AtT		U	Ton	GC	C	Minor Char Beast	HT	U	Gigavolts	PS	C
Star Warrior	AtT		Unicorn of Zen	GC	C	She Who Watches	HT	VR	Glitz	PS	U
Tainted Merchant	AtT	VR	Apollo's Gate	GG		Shejun	HT	VR	Gold Ice	PS	U
Troubled Centaurian	AtT	U	Cronus' Gate	GG		Shield Man	HT	VR	Ice Nightwing	PS	C
Watcher AtT		VR	Demeter's Gate	GG		Sky Slasher	HT	VR	Immuna	PS	R
Battler AV		R	Europa's Gate	GG		Summoned Aggressor	HT	VR	Ivory Ice	PS	U
Bright Speedster	AV	VR	Hade's Gate	GG		Terzan	HT	U	Modern Man	PS	C
Chrome Jaws	AV	C	Hespera's Gate	GG		Amazons of Troy	OC	C			

LEGEND

GT: Gaean Trooper
GC: Gaean Companions
GG: Gaean Gate
GM: Gaean Magic
OT: Osiran Trooper
OC: Osiran Companion
OG: Osiran Gate
OTCH: Osiran Tech
CM: Chaos Monster
CC: Chaos Companion
CG: Chaos Gate
AT: Asgard Trooper
AC: Asgard Companion
AV: Asgard Vehicle
AG: Asgard Gate
AIT: Atlantean Trooper
AIC: Atlantean Companion
AtG: Atlantean Gate
HG: Hyborian Gate
HT: Hyborian Trooper
HC: Hyborian Companion
PS: Power Surge
ND: Non-Dimensional
VT: Vortex Tactics

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INSIDE CARTA MUNDI



carta mundi
BEZOEKER

An inside look at the European
printing house responsible for the manufacturing of
many of the American CCGs

The mysterious card manufacturer, in Belgium, is no longer a mystery. We once wondered if Carta Mundi (literally Cards of the World) was a small plant, operated in a barn, basement or was an otherwise low overhead operation. Why

else would there be such a shortage of cards in the U.S. unless the Belgian company was a small operation unable to produce enough product... The answers were found in Torhout, Belgium (about 30 minutes West of Antwerp).

At Carta Mundi, guests are known as "Bezoekers" and thus, we began our tour with a smile. Carta Mundi produces cards for

collectible card game manufacturers such as: Wizards of the Coast, Decipher, Inc., U.S. Games Systems, Mayfair Games, Atlas/ Trident, and Card Sharks. The foyer housed lucite cases filled with samples of the specialized card products that Carta Mundi has produced, but it was interesting to note that no CCG's were included in this display.

Our tour began in their very modern office area and then we went on to the pre-production facilities. The pre-press room houses both modern and traditional equipment and while much of the work is now done on computer, films are still hand-stripped and prepared for the plate maker with great attention to detail.

We saw plates being made and developed and were led off to the press room. As we entered

Skids of uncut Magic: TG sheets...

A close-up of the running press

Not so close up...

Poured footings

we heard the roar of huge sheet-fed presses which were visible beyond the sea of skids, full of uncut card sheets... (Yes, we were drooling - Magic cards were everywhere!) The footings had just been poured for the addition of another press.

You are probably wondering, at this point, how Magic: The Gathering and other cards are produced. First, the cards are laid out in sheets of rows and columns, e.g. 11 x 11 sheets. Different sheets are created for different commonalities, e.g. common, uncommon and rare sheets. Four plates are made from the film separations, one for each color: Cyan (Blue), Magenta (Red), Yellow and Black. The plates are then installed on the presses and the cards are printed on these large cardstock sheets. A fifth color can also be printed (e.g. metallic gold) at the same time, if an extra plate is made. CCG cards have a varnish applied while the presses are running, but the slick finish for cards such as UNO cards, one of Carta Mundi's most famous products, is applied in the next room by two large coating machines. The varnish formula used on these cards is so secret that it is kept in a safe. They wouldn't allow pictures to be taken in this room or in the cutting and sorting rooms, except for the "Shredder".

The printed sheets are piled on skids and once they are dry they are transferred to the cutting room where the machines slice the sheets into long strips. The strips are then cut into individual cards by a machine, which has elements resembling a horse race gate, and a slotted sorter, shaped like a witch's broom. The cards pile themselves at the tip of the broom and are shoved into rectangular "houses" (which resemble toy railcars crossed with an electrical box). These "houses" are fixed to a pole that rotates the "deck" 90 degrees to the trimmer where the corners are rounded. The deck rotates a further 90 degrees and is shoved into another "box" which carries it on a conveyor to packaging, or in the case of Magic cards, the conveyor allows cards to be pulled off into wooden carrels which are taken to the sorting room. Wasted or damaged cards are placed in

huge, blue plastic bins, to be shredded later.

The sorting room had pallets of cartoned cards, towering to the ceiling (many of them were marked, Ice Age).

Sorting is done by a set of small, delicate machines in a line connected to a conveyor. We were rapidly whisked through this area to packaging machines which lay beyond, still dwarfed by towering pallets of cartons. The cards used to be packed in the decks by hand, but now there is a machine in line to handle packaging. Ice Age cards were packaged by the machine but the Boosters and Starters themselves were still hand packed into boxes of 10 and 36 and then were placed onto a conveyor which took them to the shrink-wrapping machine.

In addition to CCG cards, Carta Mundi prints many other products, including casino playing cards and cards for Parker Brothers, so security is tight and cards never "go missing". Presses run continuously and time must be booked five months in advance. Printing capacity is supposed to double in August and Carta Mundi plans to open a U.S. facility in April of 1996, so we should see more frequent shipments from your favorite Manufacturers.

Thanks again to Bea and Luc for their hospitality!



Damaged cards awaiting their turn...



THE SHREDDER!



Shredded M:TG cards...



Our tour group

The release of Magic: The Gathering (M:TG) 4th Edition and Chronicles will clearly have a major impact on the value of black bordered collections. Without question, any decision by Wizards of the Coast (WotC) to reprint previously out-of-print (oop) cards is the single strongest downward influence on collection values. While debate may rage on how much WotC understands and premeditates this devaluation, the purpose of this article is to examine a less important but still influential market pressure in the form of the Duelist Convocation(DC).

The DC began with the hiring (initially on an unpaid basis) of Stephen Bishop, in June of 1993, just before the release of Alpha M:TG. The concept developed by Lisa Stevens, Jesper Myrfors, and Peter Adkison was to create for Magic a support organization which merged elements of the U.S. Chess Federation and the Camarilla (a White Wolf fan group). According to Bishop his instructions didn't extend much beyond the *thinking aloud* stage when he was hired

"When I first came in... I thought that they knew what they wanted and had this thing already planned and they needed someone to do it. So I walked in and Peter (Adkison, President of WotC) said 'So, how would you do this?' I answered, 'Ah, uh I was under the impression that there was a job description and you just needed someone to do it.' They all looked, shook their heads, slowly saying 'Ah Noo.'" Stephen responded by outlining on the spot a very rough plan of how to create the DC. Two months later at Gencon '93 the DC officially began accepting members.

Today, the Duelist Convocation consists of 6 employees, 6500 current members, and 50 new members per day. By comparison the Camarilla has about 2500 and the RPGA, the TSR support group for role-playing, has a little less than 10,000. The function of the DC is primarily to promote the enjoyment of M:TG and other WotC Deckmaster series games. The best vehicle for this has been the creation of a framework for players to judge their skills nationally, based on results in the Duelist Convocation sanctioned tournaments. These tournaments have been some of the best attended events at any of the major conventions in the past two years. GenCon '94, which hosted the world championships, had almost 512 entries for the championship. Due to this far-reaching influence, the DC plays a major role in crafting the way M:TG is played. Very few people play M:TG without some limitations on deck construction. Since the DC offers the rules for all of their tournaments the end result has been that DC deck construction rules have become the standard for most players nationwide.

Valuations of cards are influenced most by the availability of the cards. Arguably the next greatest influence is the

play value of a particular card. This is where the DC enters the oop card scene. Play values, and thus card values, are affected when the DC bans a card, restricts a card (limiting it to one per deck), or changes the format of their tournaments.

Having reviewed the basics of the DC, let's get down to the meat and potatoes of how card values are affected by a DC ruling. Let's begin with the more obvious influence, which is when the DC bans or restricts a card outright. The only cards which have been continuously available and banned have been the "ante" cards *Darkpact*, *Contract From Below*, and *Demonic Attorney*. (All our computations use SCRYE Median value and cover issues 1-6 of SCRYE. While we only have a year's worth of numbers, this historical database is far superior to any other available.) Looking at the valuations of those cards one discovers that, when the DC bans a card it appears to take a beating.

Chart 1 shows the relative values of the three cards in question, compared with the average Rare in the Alpha Edition. Clearly the average Rare value is far better than the value of these cards over time. Just to be fair we took out the *power cards* which had been dropped after the Unlimited printing. Still the "ante" cards fare considerably worse than typical rare. How much of this is because they were banned and how much is attributable to customer rejection of the concept of ante is unclear. So how about a look at one of those banned cards which didn't graduate past Unlimited. In this category we have *Time Vault*. Check out **Chart 2**. *Time Vault*, a card which has barely seen DC play, has consistently outperformed its other Rare peers in the value race.

Each of these charts do little to clear up the issue of the DC's influence. A clear pattern emerges in looking at the Arabian Nights card, *Shahrazad*. This poor puppy was banned because of its nature to add hours to the time needed to complete matches in a tournament setting. Looking at **Chart 4** we see that again this card goes through spurts of lagging behind its more playable peers but inevitably comes close to catching up. Overall it appears that the banning of a card seems to depress the value of a card, particularly if it has no aspect of

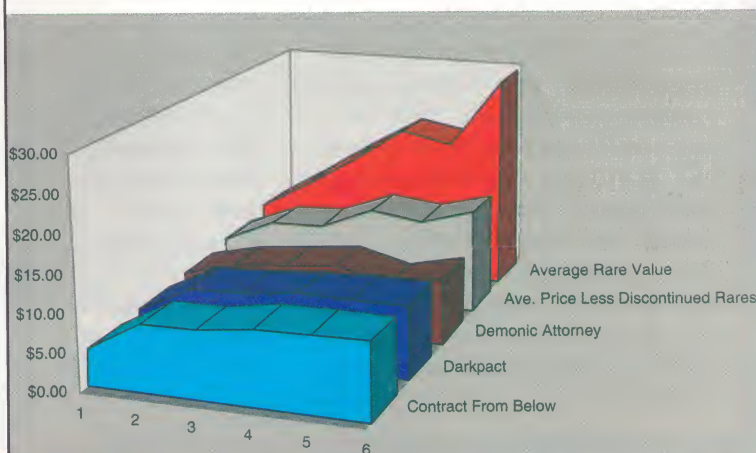
by Glenn Godard

scarcity or card playability to counter the effect of the ban. If it does, as in the case of *Time Vault*, then the ban hardly matters. In other words, card availability remains the pre-eminent factor in value.

The next area where the DC affects collection values, is in the types of tournaments they offer. Up until recently, only one format was offered for Convocation points ranking. Referred to as the Type 1 style, it employs almost all Magic cards currently available. The DC took quite a public relations hit, offering just the one style, due to the cost of acquiring a competitive deck. As pointed out in *Duelist #5* by Paul Peterson, the best tip for building a Type 1 deck was to: "First, if at all possible, obtain a full set of Moxes and a Black Lotus." If you were unlucky enough to get into Magic after these cards were discontinued, adding these cards to your deck would mean almost a six hundred dollar investment (at current SCRYE prices for the Unlimited versions of these cards) - Hardly a fair situation... Mr. Bishop and company, resolved this problem by adding the Type 2 and Sealed Deck tournaments.

Type 2 is a very restrictive format which currently only allows the use of cards from the 4th Edition of M:TG and the Fallen Empires and Ice Age expansion sets.

Chart 1 Alpha Price Comparison Banned Cards

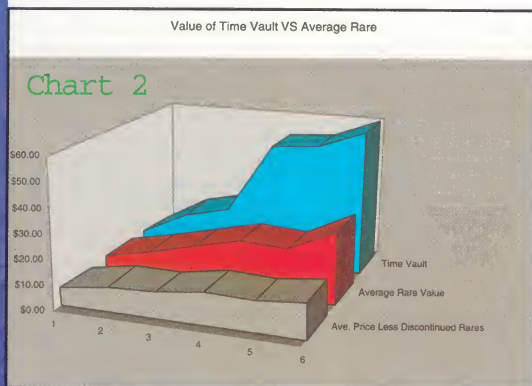


AFFECTS THE VALUE OF YOUR COLLECTION



Considering the vast number of players who began to play Magic recently, this format has been very well received. In spite of that, all is not calm in *Magicville*.

Ben Zamzow is a 12 year old from Idaho, who plays over 7 seven hours a day and he guesses that he has spent over \$600.00 on Magic in the year and a half he's been playing. To say that he's a Magic fan is like saying that a Booster full of Rares is defective. For Ben, Type 2 is good as long as Type 1 sticks around, "I think it's more important to have the option to play Type 1 or Type 2, depending on which one you like better."



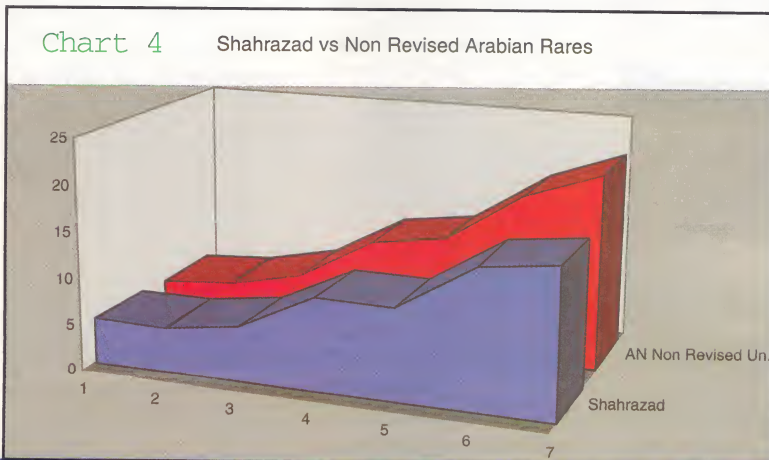
The problem is that according to many, Type 2 is the one that's supported.

Fueling that perception is that not a single Type 1 format was usable to qualify for Regional or National Championships. Paul Matsumoto, who ran the Southwest Regional in Southern California, feels this may lead to the fear that Type 1 is being phased out. "The problem is that by not involving Type 1, in the Regional Tournaments, this has created a perception that WotC is phasing out this popular for-

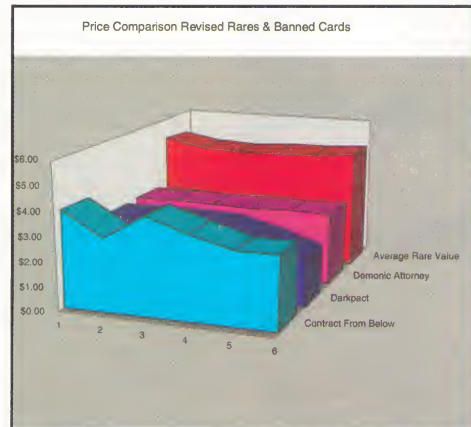
mat." The impact of all this in terms of collecting, is that if Type 1 fades from the scene the cards needed to compete in Type 1 will clearly diminish in value. That price reduction may be positive if the reason these cards were valued so strongly was due to the DC influence in the first place. In spite of that, many "old-timers" as Paul put it "Are feeling betrayed." "The people who have been with Wizards (WotC) were the ones who bought the cards since day one and have been very loyal. These people have...been consistent consumers and have been very, very, loyal to this game. They have a lot of cards that they suspect are being phased out."

Stephen Bishop goes out of his way to point out that the DC, outside of the World Championships, is treating the Type 1 just the same as the Type 2. "We don't determine what type of tournament somebody out there is going to run." He cites the upward trend in Type 2 tournaments as being the result of what is being demanded. "If people are seeing a strong drop-off in Type 1 tournaments being sanctioned, it's because there are less people who are applying for sanctioning." The question remains, is this due to the Type 2 World

Championship format. Steve suspects that might be the case but sees no other course of action with the number of different nations involved - most of which have never had wide availability of Unlimited product much less Alpha or Beta. "I think that most of the problem that we are seeing, is because most people are very nationally focused, and are only thinking about the United States. Consider that in the World Championships, we have over 19 different nations being represented. Most of those countries never had access to Moxes or Black Lotuses..." Steve contends that Type 1 primarily, due to card access issues, will need to be a North American event.



Along those lines he did hold out promise for those unsatisfied Type 1 players out there. "We are planning on having a national Type 1 Championship separate from the World Championship ..." He was not able to offer details yet. Mr. Bishop also mentioned that additional formats were in the offing and that no one should view any format as static. Some type of format change is likely, which will offer a much greater degree of choice than Type 2 but will not be as expensive as Type 1.



While Steve didn't indicate any particular method, one commonly discussed format is the "1.5" format. This format would ban most cards currently restricted, while making all other cards available

So how does all this tie back to your Magic collection's value? First, while the DC restricting or banning a card may reduce its value slightly, the effect is nothing compared to the impact of card availability on price. If WotC brings back your favorite out-of-print card - it's going to go down in value. Different tournament formats will also have an effect... If the DC reduces the choice of cards, look for value of those banned cards to level or diminish. If the DC expands the field to include cards which are in scarce supply, watch for prices for those cards to increase. Just like when you tell yourself that a really good horror film is "Just a Movie.", remember Magic is "Just a Game". If you are playing the bigger game of making money on Magic, bear in mind that almost every part of WotC, including the Duelist Convocation, will make changes and design product releases based on what's best for "The Game."

Often that philosophy will be in direct conflict with the nature of Magic as a collectible. "The Game" will prevail every time. Just watch what happens to card values in reaction to the Chronicles release later this month - a product designed for the gamer...

So as with any ante be sure to only play with what you can afford to lose.

A WAR WITHOUT LIMITS NEEDS HEROES WITHOUT EQUALS

Twelve thousand years ago, war raged across six Dimensions. Earth, because of its many Dimensional Vortex Gates, was a constant battlefield before the ice-age's glacial fingers ended the warring. Centuries



passed and humans forgot the ancient war. Its battles, heroes and gallant deeds became foundations for our mythologies. The Greeks sang of the Olympians of Gaea. Egyptians paid homage to the wisdom of the Osirans. Norsemen worshipped the Asgard; Celts the powerful Hyborians. Everyone admired the Atlanteans and feared the Monsters from Chaos. With the war forgotten, man fought his own wars and progressed over the next ten thousand years. Only on the darkest of nights some genetic memory triggers, sending a shiver and a warning — they will come again.

GETTING STARTED

Hyborian Gates is for two or more players. Each player needs a card deck. Part of the fun is collecting Hyborian Gates cards to create differently themed decks and discover how to structure special decks to defeat your friends.

WINNING

A game ends when one player controls a number of Dimensions until the end of everyone's turns. The number of Dimensions varies with the number of players:

2 players — 5 out of 6 Dimensions

3 players — 4 out of 6 Dimensions

4 or more players — 3 out of 6 Dimensions

THE CARDS

Cards use a common design to provide game play information.

Card Type IconStrength:
Attack/Defense
Dimensional Icon

NUMBER OR MODIFIER

Trooper Hyboria (black)
Monster Gaea (green)

Companion Asgard (white)
Tech Atlantis (blue)
Vehicle Osiris (yellow)
Magic Chaos (red)
Vortex Tactic Card's name
Power Surge Dimension & type

INFORMATION BOX TERMS

The terms essential to learning the rules are listed below:

Attached Cards — These cards are played underneath a Trooper card. Once attached, they generally stay with the Trooper and in play as long as the Trooper is alive. Attached cards usually add to the strength (defensive and/or offensive number) of the Trooper.

Attached cards must be played on Troopers while in the Ready Area. Attached cards are: Companions, Tech and Vehicles.

Campaign — When one or more Troopers attack a Gate or a Dimension occupied by opposing cards, a Campaign ensues. The attacker selects one of his/her Troopers to battle one defending Trooper (chosen by the defending player). The winner stays to fight another battle in the same Campaign. The loser is discarded.

A player may wish to send in multiple Troopers in case their best attack is defeated by some Vortex Tactics card or other strategy.

Troopers occupying a Dimension before an attack are always considered the defender even though they use their attack numbers against opposing Troopers' defense numbers.

Battle — A portion of a



Campaign involving one attacking and one defending Trooper (including all attached cards on both sides).

Dimensional Icon — Colored, geometric icons are printed in the cards' upper right-hand corners.

These icons determine the cards' original Dimension and how many points of Pyramid power are required to transport specif-

ic cards. There are six known Dimensions. They are linked in a circle as follows: Hyboria, Gaea, Asgard, Atlantis, Osiris, Chaos. **NOTE:** Hyboria and Chaos are adjacent to each other.

Ready Area — Troopers and attached cards are played from a player's hand into his Ready Area (an area on the table beneath the player's line of Pyramid Complexes). Once in the Ready Area, these cards can be moved from the Ready Area to a Pyramid Complex and, on the same turn, transported into a Dimension.

Except for defending a Pyramid Complex, the player must have Troopers and Monsters in the Ready Area for one turn before playing them into a Dimension. Normally, Trooper and Monster cards cannot be played out of a hand and directly into a battle.

Vortex Tactics Cards — Played from the hand during a battle, these change conditions in the battle. Some affect a battle's outcome, others negate previously played cards or create unique effects. Vortex Tactics cards may only be played at the beginning of each battle segment. They can be played by attacking and defending players.

Companions — Usually Companions can only be played with Troopers which originated from the same Dimension (i.e. Companions from the Osiran Dimension may only be attached to Troopers from the Osiran Dimension), unless special circumstances are in effect. Companion cards may never be played by themselves. Each Companion card has a pair of numbers in the upper left-hand corner. These numbers are added to the Trooper's strength to boost the Trooper's attack or defense total. Any number of Companions may be added to a Trooper or Monster.

Companion cards may be placed in the Ready Area with a Trooper when the Trooper is played or they may be placed with a Trooper just prior to any Troopers being transported from the Ready Area. Once placed, they remain attached to the Trooper until discarded. When the entire battle is over, Companion cards remain attached to the victor. The loser and their Companion cards are discarded.

Dimension Cards — Players are to place their Dimension cards on the

table in a special layout. If players prefer, they may arrange the Dimension cards in a circle.

READY AREA —
GATES

DIMENSION CARDS

Hyboria Gaea Asgard
Atlantis Osiris Chaos

GATES
READY AREA

Gate Cards — These cards represent the rifts, or gateways, between Dimensions. Each Gate (indicated by color) is directly linked (primary link) to one Dimension and indirectly linked (secondary link) to the two Dimensions adjacent to the primary. (i.e. A Chaos Gate is directly linked to the Chaos Dimension and indirectly linked to the Osiran and Hyborian Dimensions.) When Gate cards are combined with Pyramids, a Pyramid Complex is created and may transport Troopers into other Dimensions. All Pyramid Complexes may always send one Trooper and its attached cards into a Dimension to which it is directly linked. A Pyramid Complex may be overloaded by adding additional Pyramids to the Gate. This allows transport of one or more Troopers into Dimensions to which the Gate would not normally be directly linked. This also causes the Complex to self-destruct.

Players must have one Gate card in their deck for every nine other types of cards. There must be at least five Gate cards in each deck. Players may add nine cards

for every new Gate card they add to their deck.

Gaeen Magic — Played from the hand during a battle, all Magic comes from the Gaeen Dimension. The special effects of these cards can only be used by Troopers from the Gaeen Dimension or by Troopers who have a special ability allowing them to use Gaeen Magic. The information boxes determine the power and duration of the Magic's effect. Unless otherwise directed, Magic cards are discarded when the battle ends. Magic cards are played from the hand after Vortex Tactics cards have been played but before they are resolved. The effects of Magic cards are resolved after the Vortex Tactics' cards resolution. The Gaeen Trooper casting Magic must either be in the Dimension in which the battle is taking place, or in an adjacent Dimension and not involved in a battle there. Gaeen Troopers may cast one Magic spell per battle.

Monsters — Call them ugly, call them powerful, but if





they are on your side, these terrible creatures act as Troopers, fighting alongside the player's other forces to protect home Gates and captured Dimensions. All Monsters come from the Chaos Dimension and have special powers allowing them to do amazing things. Each has a Monster icon in the card's upper corner. For play purposes, Monsters are the same as Troopers.

Total Power Level — By adding all relevant attack or defense numbers from attached or played cards to a single Trooper card, the total power level is obtained. This is the attack or defense number which must be matched or exceeded to defeat the Trooper.

Power Surge Cards — Played from the hand at any time during any player's turn (they may not be played during the simultaneous draw and Gate segments), these cards simulate the special effect energy has on Gates. Each of these cards has a red sun burst in the upper left-hand corner. When played, their effect is

read aloud and happens instantly. Most affect only a single Dimension to which they are directed by the player, others may only be placed in specific Dimensions, and a few may affect other cards in all Dimensions or Ready Areas.

Pyramids — These are special fold-up counters (made from cards) representing devices which tap the energy in Gate cards and transport Troopers back and forth between Dimensions. These special, die-cut cards may either be used in their card form by playing them under a Gate, or may be punched out, folded and assembled by players as per instructions. These counters are not shuffled into the deck and do not count against the 50 card minimum deck rule. A player may have as many Pyramids as he wants.

Pyramid Complexes — Pyramid Complexes are created when Pyramid counters are combined with Gate cards.

Once a Pyramid is combined with a Gate card it cannot be changed, or moved to a new card, for the remainder of the game.

Trooper — Troopers are the leaders who command the player's forces. A Trooper's attack and defense numbers are the base to which all attached cards (such as Companions) add their power. The special bonuses and powers these Troopers have mean the difference between winning and losing battles. Each Trooper has a pair of strength numbers in the upper left-hand corner

of the card and a special ability (if any) in the information box on the bottom of the card. Generally speaking, these are the only beings who can attack and defend Dimensions or Pyramid Complexes. Each card has a Dimensional icon in the upper right-hand corner to tell which Dimension they are from.

All Troopers may be transported to and from any Dimension, not just the one from which they originate. For example, Gaeen Troopers may transport to any Dimension, not just the Gaeen Dimension. Troopers from various Dimensions have special abilities, as listed below:

GAEA

Gaeen Troopers may use Gaeen Magic cards.

OSIRAN

Osiran Troopers gain a plus one (+1) to their strength for each attached Tech card. This is in addition to any pluses or conditions stated on the Tech cards. If an Osiran Trooper creates a combined arms team by attaching at least one Tech and one Companion, the Trooper gains plus three (+3) to its



strength in addition to other bonuses.

CHAOS

Chaos Monsters, once transported to a Dimension, may move to an adjacent Dimension without the use of a Pyramid Complex. This is called Dimension Walking. Their attached cards may not move and, if left alone, are discarded. This movement takes place during the normal transporting phase of the player's turn.

ASGARD

Generally, Asgard Troopers are the only Troopers who may use Vehicles.

ATLANTIS

Atlantean Troopers, if not engaged in defending the dimension which they have occupied for at least one turn, may lend support to a battle in an adjacent

dimension. Each Atlantean card may add one to the strength of any Trooper owned by the same player and attacking or defending one of the adjacent dimensions. If the battle is lost, the cards(s) providing this indirect support suffer no ill effects for their support and remain in play.

HYBORIA

Hyborian Troopers generally possess substantially higher attack numbers.

Tech (attached cards)

These cards are magical or technical devices and weapons designed to make any Trooper safer and more deadly in battle. Some cards have a pair of numbers in the upper left-hand corner. The numbers are added to the Trooper's strength to obtain an attack or defense rating.

A Tech card's ability or special power is instantly given to the Trooper to which the card is attached. Any number of Tech cards may be attached to a Trooper.

While all Tech originates in the Osiran Dimension, Troopers from any Dimension may have Tech cards attached. Osiran

Trooper's with Tech cards attached gain plus one (+1) to their strength, over and above whatever the card does, for each attached card.

Vortex Tactics Cards

Vortex Tactics cards are always played during battles. Only Troopers directly involved in a battle may play Vortex Tactics cards. Vortex Tactics cards are played from the hand and are resolved before comparing attack and defense numbers.

Vortex Tactics cards may modify a player's combat levels or otherwise affect the battle. After the attacker commits Troopers/Monsters and attached cards to the first round of battle, he/she may play Vortex Tactics cards face down. The defender may now play one or more Vortex Tactics cards face up. The attacker turns any Vortex Tactics cards over and the battle is resolved. The defender's Vortex Tactics cards are resolved first and pre-empt the attacker's Vortex Tactics cards. (i.e. if a defender's Vortex Tactics card ends the battle, the battle is over regardless of the attacker's Vortex Tactics cards.)

Vehicle (attached cards)

This is equipment which must be operated by Troopers from the Asgard Dimension or other Troopers which have been granted the ability to operate them. Each has a Vehicle

icon in the right corner, and special abilities are detailed in the information boxes. Unless otherwise stated, a Trooper may never have more than one Vehicle attached at a time. Some Vehicles require more than one transportation point. The number required is equal to the number of icons in the upper right-hand corner.

Strength — When a card or rule refers to strength it includes adding to or subtracting from both the attack and defense values on the card. Any addition to strength is added to each number, never a total of the attack and defense values.

THE DECK

The basic Hyborian Gates deck contains 55 cards: a mixture of Gates, Pyramids, Troopers, Companions, Tech, Power Surge, Vortex Tactics, Vehicles, Magic, and Monster cards. New decks are designed to be highly playable, but buying more cards and changing the deck mix to suit your playing styles and interests is an enjoyable feature of the game.

DECK BUILDING

When putting decks together, remember, there is no limit to the number of cards you may have in a single deck so long as you comply with these rules:

- You must have one Gate card for every other nine cards in the deck.
- You may only have one Gate card with a special power for every two Gate cards without special powers.
- You may never have more than two copies of the same card in any deck.
- There is no limit to the amount of Pyramids a player may have.

CARD PLAYING RULE #1

Many cards have special abilities or effects. When a card's power contradicts the rule book, the card takes precedence.

CARD PLAYING RULE #2

Special powers on cards usually affect only one dimension. Unless the card



states it affects all Dimensions and/or Ready Areas, it only affects the Dimension where the current battle is taking place. Unless otherwise stated, special abilities on Trooper cards are only active so long as the Trooper is in a Dimension.

CARD PLAYING RULE #3

When playing cards in Dimensions, always orient them so their bottom faces the owning player.

SETTING UP

Separate the Dimension cards and place them in the center of the table. In two, three, or four player games, only one set of Dimension cards is used. (See Multiple Player Games for larger matches.) Each player selects any one Trooper or Monster from his/her deck. The Trooper/Monster is placed in the Ready Area. Each player selects any one Gate card from the deck he/she is using. The Gate card is placed on the table. Each player selects one of their Pyramid counters and places it on the Gate card, creating their first Pyramid Complex. Other Pyramids are set aside. Each player thoroughly shuffles and places his deck face down on his side of the table. This becomes his draw pile.

Each player has his own draw pile and never draws from another's.

Each player draws seven cards to create a starting hand. The player with the most Pyramid Complexes in play starts each new game turn. In case of a tie, the person with the most Pyramids at the table (not just in the game, but all he has brought), goes first.

ACTION SEQUENCE

This section presents a brief, step-by-step overview of game play. Expanded rules are found after this section. Each Turn consists of 6 stages:

- Stage 1 *The Draw Stage*
- Stage 2 *The Gate Stage*
- Stage 3 *The Sequence Stage*
- Stage 4 *Player Turns*
 - A) *Overload Phase*
 - B) *Attach Cards Phase*
 - C) *Transport Phase*
 - D) *Combat Phase*
 - E) *Ready Phase*
- Stage 5 *The Active Player Stage*
- Stage 6 *End Stage*

Stage 1: The Draw Stage — Simultaneously, every player draws at least one card. Players draw an extra card for each Dimension they control. For example: if a player owned only the Gaean Dimension, that player draws two cards. Four is the maximum number of cards per turn that a player may draw and each player

never draws less than one card.

Stage 2: The Gate Stage — Simultaneously, each player may play one Gate card from their hand and place a Pyramid on it to create a Pyramid Complex.

Stage 3: The Sequence Stage — The player with the most operational Pyramid Complexes becomes the active player and begins the new game turn. The active player may attach cards to Troopers in the Ready Area. He may transport one or more cards from his Ready Area to one or more Dimensions, or against another player's Pyramid Complex. In case of a tie, the player with the most Pyramid counters at the table goes first.

Stage 4: Player Turns

— The active player may now:

A) Overload Phase — The active player may choose to add additional Pyramids to existing Gate Complexes. Place the additional Pyramid(s) on selected Gate(s), stacking all Pyramids on a

Gate in one stack and placing them on the appropriate number on the Gate card.

You may not place a Pyramid on an already overloaded Gate Complex.

GATE COMPLEX

DESTRUCTION CHART

Total number of Pyramids	Place on the #
2	4
3	3
4	2
5	1

B) Attach Cards Phase — The active player may attach as many playable Companion, Tech and Vehicle cards to Troopers in the Ready Area as desired.

C) Transport Phase — Using his active Gate Complexes, the active player may transport his Troopers to or from allowable Dimensions (or enemy Gates). All transporting must be completed before proceeding to the Combat Phase. Troopers transported to an unoccupied Dimension do not have to fight a battle to control it.

D) The Combat Phase — There are two types of Combat: Combat for Dimension control and combat for Pyramid Complexes. The Combat Phase consists of 8 Steps:
Step 1 — If the Campaign is for an enemy Pyramid Complex, the defender

draws up to three cards, or until his hand has seven cards, whichever occurs first. If the Campaign is for Dimension control, go to step 3.

Step 2 — The defender announces whether or not to defend the Gate. He may play any cards from hand to his Ready Area at this time.

Step 3 — The active player (the attacker) announces which Trooper will fight in the Battle.

Step 4 — The defender announces which Trooper will defend.

Step 5 — Vortex Tactics Cards are played.

a) The attacker plays one or more Vortex Tactics Cards face down.

b) The defender plays one or more Vortex Tactics Cards face down.
c) The defender resolves played Vortex Tactics Cards.
d) If still able, the attacker's Vortex Tactics cards are



resolved.

Step 6 — Each Gaean Trooper which is involved directly or indirectly in the Battle may play and resolve one Magic Card.

Step 7 — After all special powers and abilities are considered, the battle is resolved by comparing attacker's and defender's adjusted numbers.

Step 8 — A single battle in the Campaign is over. If opposing Troopers still occupy the Dimension, perform steps 3 through 7 until only one side has a Trooper(s) in the Dimension.

E) The Ready Phase — The active player plays any Trooper cards from his hand to the Ready Area. If the active player's hand contains more than 7 cards, the excess must be attached to Troopers in the Ready Area (if possible) or discarded. (If the active player's hand contains seven or less cards he may still attach cards to Troopers in the Ready Area in this phase.)

Stage 6: The Active Player Stage — The active player says to the player at his left, "Your Gates are active" to signal he has completed this turn. The player to the left becomes the new Active Player.

Stage 7: The End Stage —

After all player's have completed their player turns, a new turn begins with the Draw Stage.

COMBAT

ATTACKING A DIMENSION

Segment 1 — Attacking player uses a Gate or multiple Gates to send one or more Troopers and/or Monsters with attached cards to one or more Dimensions which contain enemy Troopers or Monsters. After the attacking player finishes transporting as many Troopers/Monsters he can or chooses to use, the attacking player selects one of his transported cards and announces both the Trooper's basic attack and defense numbers, as well as the total adjusted attack and defense number after all attached cards are considered. All special powers are announced as well. Other Troopers/Monsters and their attached cards do not count in the attack numbers in this battle unless special conditions are in effect. (NOTE: The attacking player must complete all transporting to Dimensions before announcing or resolving any battles.)

Segment 2 — The defending player picks one defender located in the attacked Dimension, announces its base attack and defense numbers and the adjusted numbers after all attached cards are considered. All special powers are announced as well.

Segment 3 — Either player may secretly adjust attacking and defending Troopers/Monsters and their attached cards by playing Vortex Tactics cards. When employing Vortex Tactics cards, the results of the defending player's Vortex Tactics cards take place before the attacking player's Vortex Tactics cards come into play. (i.e. The defending player's

Vortex Tactics card sends the attacking Trooper away. Regardless of any counter measures on the attacker's Vortex Tactics card, the Trooper is removed from the battle and discarded along with attached Companions, Tech, and Vehicles. Also, the attacker's Vortex Tactics card is discarded, even if unable to play.)

Segment 4 — If a Gaean Trooper is involved directly

or indirectly in the battle, the controlling player may now play Gaean Magic.

Segment 5 — The attacker's new attack number is compared to the defender's new defense number.

If the defense number is smaller, the defender is discarded with all attached cards at the end of this segment. The defender then uses their attack number. If it is larger than the attacking Trooper's defense number, the attacker is discarded with all of attached cards at the end of the segment.

NOTE: If the original defender loses the first phase and wins the second phase — both Troopers (original attacker and defender) are discarded. If the original attacker's final attack number is not higher than the original defender's final defense number in the first attack, the attacker and all attached cards are discarded and the battle ended without further number comparisons.

Segment 6 — If the attacking Trooper/Monster was killed and there are more attacking cards in the Dimension, repeat Segments 2-4 until either all of the attacking or defending cards have been eliminated. There is no retreating from a battle. If the attacker wins, the controlling player owns the Dimension and the turn is done. If the attacker lost the battle, then he/she can send no more forces to that Dimension until the next turn.

If a Trooper wins a battle, it may fight the next opposing card in the Dimension.

ATTACKING A GATE COMPLEX

Segment 1 — Attacking player uses a Dimensional Gate or multiple Gates to send one or more Troopers or Monsters with attached cards from their Ready Area

to an opponent's Pyramid Complex. The attacking player may only attack an opponent's Gate if it is a primary or secondary Dimension for the Gate from which the attack is conducted. (i.e. A player attacks using a Chaos Gate. The player can send

two Troopers with attached cards to an opponent's Chaos Gate (primary destination), or one Trooper with attached cards to either an



enemy Osiran or Hyborean Gate (secondary destinations.) The attacker selects one of his transported cards and announces both the Trooper's basic attack and defense numbers as well as the total adjusted attack and defense number after all attached cards are considered. All special powers are announced. Other Troopers/Monsters and their attached cards do not count in the attack numbers in this battle unless special conditions are in effect.

Segment 2 — The defending player draws up to three cards or until his hand contains 7 cards, whichever comes first. The defending player may play any cards from his hand to his Ready Area.

He picks one defender and announces the base attack and defense numbers and then the adjusted numbers after all attached cards are considered. Any special powers to consider are announced. Both players execute Combat Sequence Segments 3-5.

Segment 6 — If an attacker remains on the Gate after the battle, the defender selects the surviving (or a different card) card to Defend and another battle is fought. If an attacker remains on the Gate after the battle(s) is resolved, the Gate is destroyed. The Pyramid counter becomes the permanent property of the attacker.

(NOTE: in friendly games, it is just out of play and does not have to be given up by the owner.)

DIMENSION GATE CARDS AND PYRAMIDS

Dimension Gate cards represent rifts, or Gates, between Dimensions. Essentially, they provide the location and energy necessary to transport cards to and from Dimensions. The Pyramid is the device which harnesses this energy and makes the actual transfer. Gate cards and Pyramids are usually matched by color and icon which makes them more effective at transporting cards.

The turn in which a Pyramid Complex is created, only one Pyramid may be played on a Gate Card. Once placed, it stays until destroyed. During Action Sequence 2, a player can play a Gate card and place a

Pyramid on it, if they have a Gate card in their hand. (NOTE: Pyramid counters are never actually in a player's hand. They are kept to the side and used as Gate cards are played. There is no limit to the number of Pyramids a player may have available.) Dimension Gate Cards can be played in a line in front of the owning player. From the left to right, they are grouped in the following order: Hyborea, Gaea, Asgard, Atlantis, Osiran, Chaos.

Dimension Gate Cards may be placed on the table but may not be used unless combined with a Pyramid counter. If a player has more than one of a Dimension, he/she places them side by side, making it possible to have 2 Gaean Gates and 3 Osiran Gates in a row with other single Gates.

DESTROYED DIMENSION GATE CARDS

If an attack, event, or energy overload results in the destruction of a Dimension Gate card, the card is discarded. In official tournament play, the

Pyramid occupying the Gate card is given to the player responsible for its destruction and becomes that player's permanent property. In games just for fun, the Pyramid counter is removed from play and kept by the original owner. It

may not be reused in that game.

TRANSPORTING CARDS TO DIMENSIONS

Cards which are in the Ready Area may be transported to or from a Dimension, or to an opponent's Gate, by using one or more Pyramid Complexes. The number of cards which may be transported in a single turn depends on the number of Pyramid Complexes and the combination of Pyramid counter to Gate card. Basically one Pyramid Complex transports one or two Trooper/Monster cards and their attached cards.

Depending on the combination of Gate card, Pyramid and destination Dimension, this concept changes when the larger Vehicle and Tech cards are available to the player. For every Dimension icon in the right-hand side of the card, it takes additional Pyramid

PYRAMID COMPLEX TRANSPORTATION CHART			
PYRAMID COMPLEX	DESTINATION	NORMAL	OVERLOAD
CASE 1 Pyramid and Gate are the same color	Same as both	2 (primary)	+2 per additional Pyramid
CASE 2 Pyramid and Gate are the same color	Adjacent (secondary)	1 additional	+1 per Pyramid
CASE 3 Pyramid and Gate are the same color	Other than primary or secondary	0	1 per Pyramid
CASE 4 Pyramid and Gate are different colors	Primary to either Pyramid	1	+1 per additional or Gate Pyramid

Complex power to transport that card. For example, when there are three Asgard icons in the corner, it could take three units of power to move that card anywhere. These cards can still be in the Ready Area and still be used to defend a player's Pyramid Complexes, but if there are not three points or Pyramid Complexes available to transport it, the card cannot be moved.

Troopers which are returned to the Ready Area from a Dimension may not be transported back to the same or another Dimension during the same turn.

Transport Power: During a player's turn, each Pyramid Complex normally transports one or two Troopers/Monsters according to the Pyramid Counter, Gate card and destination Dimension. Use the chart above to determine the number of Troopers to be transported.

EXAMPLE OF MATCHING PYRAMID COMPLEX:

(CASE 1) A Chaos Pyramid (red) and Chaos Gate Complex could send two Troopers to the Chaos Dimension or to attack an opponent's Chaos Gate.

(CASE 2) The same combination could send one Trooper to one of the secondary destinations: the adjacent Osiran or Hyborean Dimensions, or an enemy Osiran or Hyborean Gate. (CASE 3) To send Troopers to a destination other than the primary or secondary Dimensions, the Complex must be overloaded. In this case one additional Trooper is transported to a Dimension which matches each additional Pyramid on the card.

EXAMPLE OF MIXED PYRAMID COMPLEX:

(CASE 4) A Pyramid Complex composed of a Chaos Pyramid (red) and a Asgard Gate could send one Trooper to either the Chaos or Asgard Dimensions; or one Trooper to attack an opponent's Chaos or Asgard Gate. Overloading this Complex allows a player to send one additional Trooper to a Dimension which matches each additional Pyramid placed on the Complex.

PYRAMID COMPLEX OVERLOAD

Overloading allows players to transport Troopers to Dimensions other than the primary or secondary. If a Pyramid Complex is overloaded it may generally transport additional Troopers to Dimensions which match the colors of the Pyramids. A Complex is overloaded by placing additional Pyramids on the Gate card during Action Sequence 2 of a turn. A total of five Pyramids may be placed on a single Gate. Overloading Pyramid Complexes causes their self-destruction.

EXAMPLE OF OVERLOAD

Pyramid Transportation— A Gaean Gate containing a Gaean Pyramid (green) is overloaded by placing Chaos (red) and Osiran (yellow) Pyramids on the Gate. The Pyramid Complex may now send two Troopers to Gaea or one to either Hyborea or Asgard (the normal transportation capacity for a Pyramid Complex with matching Gate and Pyramid). The Complex may additionally send one Trooper to Chaos and Osiris because of the overload capacity.

OVERLOAD PYRAMID COMPLEX DESTRUCTION

Indicate overloaded Complexes by placing more than one Pyramid on the Complex. To determine when the Complex will self-destruct, stack the Pyramids, determine the number of turns before destruction from the Pyramid



Complex Destruction Chart and place the stack of Pyramids on the appropriate number on the Gate card. At the end of the player's turn, move the stack to the next lower number on the card. When the stack is moved off the 'one' (1) on the card, the Complex is destroyed and removed from play. The Pyramids remain the property of the owning

player unless the Pyramid is destroyed by methods other than self-destruction. Once a Complex has been overloaded, no new Pyramids may be added to it.

PYRAMID COMPLEX DESTRUCTION CHART

# of Pyramids on the Gate	Place Stack of Pyramids on
2	4
3	3
4	2
5	1

NOTE: Overloaded Pyramid Complexes operate at their overloaded capacity until they self-destruct.

UNSUPPORTED CARDS

The total number of Troopers or Monsters a player may have in each Dimension is equal the number of active Pyramid Complexes. Cards in the Ready Area do not count against this limit. If a Pyramid Complex is destroyed, the player must immediately reduce the number of cards in Dimensions, to within this limit. (i.e. If a player had 4 Pyramid Complexes, he could have up to 4 Troopers in each Dimension)

NATIVE SON BONUS

Troopers attacking or defending the Dimension (not Gate) of their origin gain a plus three (+3) to their attack and defense numbers while they are located in that Dimension.

IMMUNITY

Certain cards are immune (negate) the effects of other cards. The immunity, unless otherwise indicated, extends to all attached cards. (i.e. If a Companion says it is immune to Gaean Magic, then the Trooper to which the Companion is attached is also immune.)

FORCED DISCARDS

Some cards' special abilities are activated when the owning player discards them voluntarily. These special abilities are not activated if another player forces the card to be discarded.

RUNNING OUT OF CARDS

Players must always draw cards during the Draw phase. If a player draws the last card from his deck, the player who controls the most Dimensions at that instant is the winner. In the case of a tie, compare the total strength of all cards in the Ready Areas to determine the winner.

Welcome to OverPower, the ultimate Marvel fantasy card game. Everything you need to play your first game of OverPower is included here.

THE OBJECTIVE

OverPower is a game which simulates combat between super heroes, villains, and other super-powered characters. For the purposes of these game rules, we refer to all of the above as heroes. We do this mostly for the sake of clarity, but also because in the comic



world, today's villain may be tomorrow's hero, and vice-versa.

The objective of OverPower is to knock out all of your opponent's heroes before he does the same to yours, or to be the first to complete your 7 card Mission.

THE CARDS

Before we begin, let's take a look at the different types of cards used in OverPower:

POWER CARDS: Power cards are the basic unit of attack and defense in OverPower. The icon in the upper left and lower right corners of the card represents the power type (red is fighting, green is strength and yellow is energy). The number on top of the icon represents the value of the attack (values range from 1 to 8, with 1 being

the lowest and 8 the highest).

There are also certain Power cards called Multipower cards. These function and appear similar to any other Power card except that instead of being designated as one specific power type, they represent a combination of each of the three power types (and all three icons appear on the card).

HERO CARDS: Hero cards represent each of the characters who will be battling it out in any given game of OverPower. On each Hero card you will find a power grid which indicates the maximum value usable by that hero in each of the three different power types.

UNIVERSE CARDS: Universe cards represent the various objects found in the environment in which the game is taking place, as well as other factors which can be used to add to the effectiveness of a Power card. On a Universe card, the power type and value required for a specific hero to use the card is listed, as well as the bonus it will add to the value of the Power card used in conjunction with it.

TRAINING CARDS: Training cards are a kind of Universe card which boost a hero's minor capabilities. They look exactly like a normal Universe card, except that they list two different power types, each with a different bonus. The player may choose to use one of the two power types (and its associated bonus).

Teamwork Cards: Teamwork cards are also a type of Universe card, but they work a little differently. Like Universe cards, they have a power type and value required to use, but instead of adding a bonus to the initial attack made with a Power card, the Teamwork card is used on its own as a Power card (with a power type and value listed on the card). In addition, the Teamwork card allows two other team members to also make immediate attacks (of different power types) and gain the bonuses indicated for each of them. These cards can only be used to attack however, never to defend.

Special Cards: Special cards represent the powers and abilities unique to each individual hero. Each Special card has an explanation of what it does printed on the card itself, as well as a power type and value if it is necessary.

Mission Cards: Mission cards represent the various events occurring and Missions

THE RULES

undertaken by the heroes while the game is going on. They are used separately from the other cards, however they are a crucial factor in determining the ultimate outcome of the game.

BUILDING YOUR DECK

Before the game begins, each player builds his own customized deck of OverPower cards. This deck represents all of the options available to a player during the game, and as such it must be compiled wisely. A player's deck may include any types of cards except Hero cards and Mission cards. While there is no limit to the amount of cards a player may have in his deck, it must include at least fifty one (51) cards. There are certain Special cards which may indicate that you can only include one of them in your deck, but other than that, you're free to do what you like.

If you are new to OverPower, and this is your first starter deck, you won't need to build a deck of your own - we've done it for you. Just separate out the Hero and Mission cards, and you've got your own 51 card deck, specifically built for use with the heroes included. Just give it a good shuffle, and you're all set.

If you are building your own deck, you'll want to pay attention to the power grids of each of the four heroes you'll be playing with. You should only include power and Universe cards with values usable by at least one of your heroes, and of course only those Special cards usable by the heroes on your team.

Before you try to build your own deck, we suggest you read the rest of these game rules, and get a feel for what you'll want in your deck by playing a few games with the various starter decks we've

OVERPOWER CARD

assembled for you.

SETTING UP

In OverPower, each player chooses four different heroes which will make up his team (of course, if you're using a starter deck, we've taken the liberty of doing that for you). To begin the game, choose three of your four heroes that you wish to enter



combat with and place them face-up, side-by-side on the table in front of you. These three are your front-line heroes. The fourth hero is placed in reserve, face-up, directly behind the other three.

Each player must also enter the game with seven Mission cards. You can use the series of Mission cards provided in each starter deck, or collect a different series from booster packs. The seven Mission cards are placed into a reserve Missions pile, face-up to the right of the Hero cards.

Each player's deck is then thoroughly shuffled and placed face-down to the left of the heroes.



OVERPOWER

able due to one or more of your heroes being K.O'd must be immediately discarded. This includes any Power or Universe cards with higher values than can be used by your remaining heroes.

OTHER DISCARDING CONSIDERATIONS:

If any cards remain placed on any heroes from a previous battle, they must be considered part of your hand for purposes of discarding. In other words, if one of your heroes has a Power card with a value of six already placed down on him when you draw your hand, any value six Power cards you draw must

be immediately discarded. The same is true of any placed Specials or Universe cards - they are considered to be a part of your hand and therefore you must discard all duplicates you draw. The exception to this rule is cards which are placed onto a reserve hero. These cards are not considered a part of your hand for purposes of discarding.



There are two different discard piles, situated to the left of your heroes and above the draw pile. Discarded Power cards are placed into the power pack, to be reshuffled and used again if a player runs out of cards in his deck. Discards of any other type of cards as well as any unusable cards and K.O'd heroes do not go into the power pack, but rather into a dead card pile, above the power pack. Cards in the dead

card pile are considered out of play, and will never again be used in the game.

Each player must show his opponent the faces of all of the cards he is discarding.

PLACING CARDS



When both players are finished discarding, they must determine in some fair manner who will go first (a coin flip or similar method will do fine, or if you wish, cut your decks and the highest Power card goes first).

Beginning with the player who won the right to go first, the players now take turns placing cards. To place a card, you take it from your hand and assign it specifically to one of your heroes by placing it face-up directly below the Hero card. Both players should be able to see all placed cards.

Each hero may have one Power card, one Special card, and one Universe card placed on him at any given time, but no more than that. Training and Teamwork cards are both considered to be Universe cards for the purposes of placing.

As long as these rules are followed and there are spots available, there is no limit to the amount of cards that each player may place at this time. Players may choose not to place any cards on their heroes.

Players continue to take turns placing cards - when one player has finished placing, the other may continue to do so until he is finished.

Once a card is placed on a hero, only that hero may use it. However, at the end of a battle, placed cards are not discarded

along with the remainder of both players' hands. Placed cards remain so until they are used.

THE VENTURE

When both players have finished placing cards, they must each venture a number of Mission cards on the outcome of the current battle. Depending on how successful you believe you will be with the hand you are holding, and taking into account the cards you have seen your opponent discard and place, you may venture as many Mission cards as you choose. The player who placed cards first must make the first venture.

In the beginning of the game, all of a player's Mission cards reside in his reserve Missions pile. Ventures which are subsequently won move directly above it into the completed Missions pile, and those that are lost are moved directly below into the defeated Missions pile. A player may venture Missions from his reserve Missions pile or from his completed Missions pile or from both, but not from his defeated Missions pile. Ventured Mission cards are placed just to the left of the piles from which they were taken.

Each player must venture at least one Mission card on each battle, but there is no limit to the amount he may venture. There is, however a penalty for venturing more than two Missions on a given battle.

If you are confident enough in your hand to venture three Missions, your opponent may immediately draw one card from his deck and add it to his hand. If you venture four Missions, he may draw two cards. On a five Mission venture, the opponent may draw three, for six ventured Missions he gets four new cards, and if you are so supremely confident as to venture seven Mission cards on a battle, your opponent may draw a fresh five cards! There is a downside for your opponent though, as any new cards drawn as a result of a venture penalty must be imme-





diately discarded if they are duplicates (as explained above).

After both players have ventured but before the battle begins, the player who ventured last has the option of immediately conceding the venture. The player who ventured first will also have the first turn during the battle, and therefore may concede the battle on his first turn.

THE BATTLE

Once both players have made their ventures, the battle begins. Starting with the player who won the right to go first, the players take alternating turns until the battle is ended. On your turn you may perform one (and only one) of these options:

- 1) Play a Power card
- 2) Play a Power card together with a Universe card
- 3) Play a Power card together with a Training card
- 4) Play a Special card
- 5) Play a Teamwork card together with the number of additional Power cards indicated on that Teamwork card
- 6) Pass your turn
- 7) Concede the battle

On his turn, a player may play either placed cards or those in his hand. Placed cards may only be used by the hero on which they are placed, but cards played from your hand may be used by any of your front-line heroes. A hero in reserve may not be used in battle (see below).

PLAYING A POWER CARD

In order for a hero to use a Power card, he must be able to do so. To determine whether a Power card is playable by a certain hero, compare the value of the Power card with the value listed under the same power type on the Hero card's power grid. If the value on the Power card is equal to or less than the value of

that same power type on the hero's power grid, it may be used. If the Power card has a higher value than indicated for that power type on the hero's power grid, it may not be used by that hero.

For example, in order to use a value 7 fighting Power card, a hero must have a fighting value of at least 7 listed on his power grid. This hero would not be able to use a fighting 8, however, as it is greater than his fighting value.

Once a player determines that a Power card may be played by one of his heroes, he must decide which of the opponent's heroes it will be played against. When that choice is made, the attacking player places the Power card in front of the Hero card he wishes to attack. The opponent may immediately play a card as a defensive action, which may prevent the attack from succeeding. If a Power card is blocked, it is immediately discarded into the power pack of the player who played it. If the attack is not blocked, the attack is considered successful, and the hero being attacked has taken a hit. To indicate this, leave the attacking Power card in front of the victimized hero's card.

Heroes that are in reserve may not be attacked.

PLAYING A POWER CARD WITH A UNIVERSE CARD

You may use a Universe card to add a bonus to a Power card both as an attack or a defense. Only one Universe card may be used in combination with any one Power card. Remember, a hero must also be able to use the Power card (as described above) in order to be able to combine it with a Universe card.

As with Power cards, a hero must also be capable of using a Universe card in order to play it. To determine whether a hero can

use a specific Universe card, compare the value and power type required to use which is listed on the Universe card with the value of the same power type on the hero's power grid. As with Power cards, if the value on the Universe card is equal to or less than that on the hero's power grid, he can use it - if it's higher, he can't.

Once it is determined that the hero is able to use the Universe card, the bonus listed on the Universe card (indicated by a + followed by a value) is added to the Power card for a single total value.

Once a Universe card has been played, it is immediately discarded into the player's dead card pile. If used in an attack, only the Power card used with it remains in front of the opponent if the attack is successful.

PLAYING POWER CARDS WITH TRAINING CARDS

The use of a Training card works exactly the same way as a normal Universe card with one exception. The Training card lists two different requirements to use and associated bonuses. The player may use either one, but may only use one of the two options (and the bonus that goes with it). As with Universe cards, only one Training card may be used with one Power card, and once used it is also immediately discarded into the dead card pile.

PLAYING A MULTIPOWER CARD

A Multipower card is considered to be a Power card which combines all three power types. It may be combined with one Universe or Training card of any of the three types, provided that hero is able to use it (see above).

Even though it represents all three power types, a Multipower card may be blocked by a defensive action (see below) which uses any one of the three power types. If it hits, however, a Multipower card may be considered to be any one of the three power types of the attacking player's choice. In this case, the attacking player does not need to declare this card to be one of the three power types and stick to it - he may to continue change the power type designation of the card as he sees fit.

PLAYING A SPECIAL CARD

A Special card may only be

played by the hero listed on the card. The Special card itself will explain the effect of the card and whether that card should be played during your turn, or as a defensive action.

Certain Special cards are also attacks, and as such, they have a power type and value listed on the card. Although they function much like a Power card, they may not be combined with a Universe or Training card. If the Special card also allows for additional attacks, these additional Power cards may be combined with Universe or Training cards as stipulated above. If a hit is scored by one of these Special cards, it is left in front of the victimized opponent, just like a Power card.

Special cards are always discarded into the dead card pile.

Certain Special cards may allow heroes who are in reserve to attack or to be attacked.

PLAYING A TEAMWORK CARD

A Teamwork card can only be used to attack, never to defend. To play one, you must first decide which hero is going to use it. Next, check the power type and value listed in the top corner of



the Teamwork card against his power grid, just like you would with a Power card. If it can be used by that hero, it is placed in front of the opponent being attacked, and it stays there if it hits, just like a Power card. If it is blocked, it is discarded into the dead card pile.

Below the power type/value icon you will find as many as two separate bonuses listed. This means that up to two of the chosen hero's teammates may also make immediate attacks, each one using one of the bonuses. Each of the bonuses must be used by a different teammate, and only in conjunction with a usable Power card of the power type indicated.

DEFENSIVE ACTIONS

Defensive actions are the only cards which may be played during the opponent's turn. A defensive



action may be played immediately in response to an attack on any of your heroes, without costing you a turn. In other words, if one of your heroes is attacked, you can play a defensive action to try to block it, and then still go ahead and play your next turn.

An incoming attack can only be blocked by the hero at which the attack is directed (except in the case of certain defensive Special cards). If the defensive action is successful, the attack is negated and both the attacking and defending cards are placed in the appropriate discard piles of the players who played them. In order to successfully block an incoming attack, the hero that is being attacked must play one of the following defensive actions:

- 1) A Power card that is equal to or greater than the value of the incoming attack.
- 2) A Power card plus a Universe card that, added together, are equal to or greater than the value of the incoming attack.
- 3) A Power card plus a Training card that, added together, are equal to or greater than the value of the incoming attack.
- 4) A defensive Special card that defeats the specific power type and value of the incoming attack.

Remember, when playing Power cards as defensive actions, it must first be determined that the hero is able to play the desired card as a defensive action, by comparing its value to the appropriate power type and value on the hero's power grid.

When playing Power cards as defensive actions, any power type of defense may be used to defend against any power type of attack. For example, a hero being attacked with a strength attack of 5 may successfully counter that attack with an energy defense of 6.

A player is never obligated to play a defensive action, and may simply choose to allow the attack to succeed and take the hit.



THE RESERVE HERO

Heroes who are in reserve may not attack or defend, nor may they be attacked. Certain Special cards may allow a reserve hero to attack or to be attacked. If attacked in this manner, the hero in reserve may play a defensive action.

You may place cards down on your reserve hero just as you would your front-line heroes. They have the same limit of one Special card, one Universe card and one Power card. The only difference is that cards which are placed onto a reserve hero are not considered part of your hand for purposes of discarding duplicates. Also, if you draw certain cards which can only be used by a reserve hero, you must discard them into the dead card pile as you would any other unusable cards.

If a player has one of his heroes K.O'd during a battle, his reserve hero is moved up to the front-line at the start of the next battle.

PASSING YOUR TURN

If a player can not attack, but does not want to concede, he may pass. The opposing player may still attack, and the player that passed may still play a defensive action and play Special cards that affect the battle, but may no longer attack. If it is still possible for a player to attack with a card from his hand, he may not pass.

A player may have cards placed to one of his heroes that he is able to attack with and still pass, choosing to save these cards for the next battle.

CONCEDING THE BATTLE

As previously mentioned, it is possible for a player to concede the battle even before it begins. Once the battle has begun, a player may concede at any time during its course, but only on his turn. A player who concedes the battle automatically loses the venture (see below). When a battle is conceded, it is considered over, and neither player may continue to attack the other. Any cards remaining in either player's hand are immediately discarded and a new battle is begun.

ENDING THE BATTLE

A battle is considered over if any of these situations occur:

- 1) A player concedes.
- 2) Both players are out of playable cards.
- 3) A player has no active heroes.

When a battle is over, all cards remaining in both player's hands are discarded into the appropriate

discard piles, but all placed cards remain.

DETERMINING THE VENTURE WINNER

When the battle is over, the winner of the venture is determined. If one of the players conceded the battle, the other player automatically wins the venture. If not, each player must calculate his venture total for this battle. The player with the highest venture total wins the venture.

To figure out your venture total, add the values of all of the Power cards which have been placed down as hits inflicted on any of your opponent's heroes during this battle (and only this battle). Do not add bonuses from Universe or Training cards, even if they were used to score hits. The value of any Teamwork cards which scored as hits should be added, but not the bonuses. Any Special cards which include a value should also be added.

The player who wins the venture may move his ventured Mission cards up one spot. Missions that were ventured from the reserve Missions pile are moved up to the completed Missions pile. Missions that were ventured from the completed Missions pile do not move, but rather they allow you to move the same number of Missions from the defeated Missions pile up to the reserve Missions pile.

The player who loses the venture must move his ventured Mission cards down one spot. Missions that were ventured from the reserve Missions pile are moved down into the defeated Missions pile, and those that were ventured from the completed Missions pile are moved down to the reserve Missions pile.

If both players' venture totals are the same, then the battle is a draw. In this case, leave the current ventured Missions in place, draw fresh hands, and begin a new battle with the same player going first who went first the last time.

BEGIN A NEW BATTLE

When the battle is over and the venture winner is determined, if neither player has achieved victory (see below), begin a new battle by drawing fresh hands. The player who won the previous venture goes first.

If you try to draw 8 cards but your deck has less than 8 cards left in it, your power pack is immediately reshuffled and now becomes your deck. You should fill the remainder of your hand, and all



subsequent hands from it and start a new power pack.

HITS AND K.O.'S

As described above, when an attack is not successfully defended, the attacking card is left in front of the victim's Hero card to indicate that he has taken a hit. At the end of a battle, after the venture winner has been determined, all hits taken by any heroes are tucked underneath the Hero card (see diagram). These cards constitute that hero's permanent record of hits.

A hero is considered to be K.O'd when one of the following occurs:

- 1) The Cumulative K.O. - When the values of all of the hits taken by a hero (those on his permanent record and those taken in the current battle) add up to 20 or more.
- 2) The Spectrum K.O. - When he has taken at least one of each of the three power types as hits, regardless of their values.

When K.O'd, the Hero card is placed into the dead card pile. Any cards placed on the K.O'd hero are discarded into the appropriate discard pile. All accumulated hits are then returned to the player who played them, and placed in his appropriate discard pile (power pack for still usable cards, or dead card pile for unusable cards).

VICTORY

Victory in a game of OverPower can be achieved in three ways:

- 1) K.O. all of your opponent's heroes.
- 2) Get all seven of your Mission cards into the completed Missions pile.
- 3) Cause your opponent to have all seven of his Mission cards in his defeated Missions pile.

INTRODUCTION

Welcome to the world of the undead. This set of rules serves as an introduction to the unlimited edition of the second Deckmaster card game, *Vampire: The Eternal Struggle*. The game was originally released as a limited edition card game called *Jyhad*. Both sets of cards are fully compatible, and both sets of cards work under these rules.

Vampire now consists of basic and advanced rules. The new rulebook will contain both versions. The basic rules described here have been designed to simplify teaching the game and speed up game play. After you've learned the basic rules, feel free to try out the advanced rules. You'll find a full version of the advanced rules inside starter packs of *Jyhad* and *Vampire*.

OVERVIEW

Vampire: The Eternal Struggle is a trading card game in which two or more players take on the roles of ancient vampires. These ancient vampires, known as Methuselahs, are considered mere legend by younger vampires. Younger vampires will often insist that they pursue their own goals... even as they're being used by one Methuselah to destroy the influence of another. Throughout the world, Methuselahs manipulate minions to frustrate the designs of their enemies. The conflict that takes place between the Methuselahs is known as the *Jyhad*. Caught in the throes of their never-ending war, the Methuselahs fight skirmish after skirmish in their eternal struggle.

THE OBJECT OF THE GAME

Your goal is to destroy the influence held by rival Methuselahs. Influence is symbolized by blood counters, the primary currency in the game. When a player's blood pool is out of blood counters, that Methuselah is bereft of influence and ousted from the game. As Methuselahs are ousted, players earn victory points; the winner is the player with the most victory points at the end of the game.

SECTION ONE: ELEMENTS OF THE GAME

1. EQUIPMENT NEEDED

CARDS: Each player has two decks: a crypt and a library. The cards in your crypt represent the vampires you want to control; the cards in your library represent the tools you need to wage war against other Methuselahs. Each player must have at least twelve cards in her crypt and forty cards in her library, and each player may add up to ten cards to her library for each player in the game.

Thus, in a six-player game, each player may have a minimum of forty library cards and a maximum of one hundred; in a two-player game, each player can have from forty to sixty library cards.

BLOOD COUNTERS: Blood counters are an integral part of the game—you'll need at least forty of them. Your personal blood pool consists of thirty counters, and you'll need at least ten to help fill the communal "blood bank". Any convenient items, such as pennies, glass beads, or stones, can be used as blood counters. When you burn one of your blood counters, you return it to the blood bank. (Technically, you can also "pay" or "spend" blood counters, but counters that are thrown into the blood bank are still considered "burned".)

The blood counters in a Methuselah's blood pool are referred to as pool; a vampire's blood counters are referred to as blood.

THE EDGE COUNTER: The Edge is a symbol showing that your vampires have seized enough power to give you an edge over other Methuselahs. Choose an object to represent the Edge—a small object, such as a coin or an ankh, will do. A player who successfully bleeds another Methuselah, thereby reducing his victim's blood pool, gets the Edge. (For more details, see Section 4.4.)

2. IMPORTANT TERMS IN THE GAME

Tapping and Untapping Cards: The concept of tapping and untapping is a unique feature in Deckmaster games. During the course of play, you tap cards by turning them 90 degrees. This indicates that the card has been activated to perform a particular action and cannot be used again until it is untapped. Untapping a card restores it to its original position; this indicates that the card is reset and can be tapped again to take another action at a later time. Your untapped minions may block, take actions, or play reaction cards.



BURN: When a card is burned, it's removed from the play area and thrown in the discard pile. This pile is also known as the ash heap. Blood counters can also be burned: they're returned to the blood bank. Burned cards or counters are no longer considered to be "in play".

3. OVERVIEW OF THE CARDS. Each amber-backed vampire

card has numbers, words, and symbols that describe the vampire, including the vampire's name, blood capacity, clan, vampiric powers (called Disciplines), and any political positions the vampire may hold. All of these terms are defined in the



Glossary. Sometimes a vampire also has one or more special abilities; these are listed in a box on the bottom of the card. The vampires you use with your deck are the minions you eventually hope to control.

BLOOD CAPACITY: The blood capacity symbol can be found centered on a red blood drop on the lower-right corner of a card. The number on this symbol is between one and ten. The capacity reflects: the relative age of the vampire; the number of blood counters you must invest in order to "control" the vampire; and the maximum strength he has to heal wounds or perform other actions.

A vampire with a larger capacity than another vampire is said to be older, and one with a smaller capacity is said to be younger. The amount of blood a vampire has can't exceed the vampire's capacity.

CLAN: Vampires belong to different societies called "clans". The clan of a vampire is listed on the upper-left corner of a vampire card. Some library cards can't be played unless you control a member of a particular vampire clan, and some library cards only affect vampires of a particular clan. Appendix B has more information about each clan.

DISCIPLINES: These are the supernatural powers possessed by vampires. The lower-right corner of a vampire card has a series of symbols representing the Disciplines known by that vampire. The symbols determine which minion cards a vampire is able to use. When you want to play a minion card, compare the Discipline symbol on your vampire to the



symbol on the card. If they're the same, the vampire may use that card.

3.1.1. Squares and Diamonds Each Discipline symbol is in the shape of a square or diamond. A square-shaped sym-

Animalism Control of and communication with animals	Auspex Enhanced and extrasensory perception
Celerity Supernatural speed	Dominate Ability to exert influence over other vampires and mortals
Fortitude Supernatural toughness	Obfuscate Ability to hide or disguise oneself or others
Potence Supernatural strength	Presence Impact of personal appearance
Protean Ability to change body form	Thaumaturgy Magic spell-casting ability, mostly blood-oriented

bol means that you can use the plain-type (Roman) text at the top of a minion card requiring that Discipline; you can also use any other text that appears at the top of the card. A diamond-shaped symbol means that a vampire has the superior version of that Discipline: the vampire can use the plain-type or boldfaced text *but not both*.

3.2. Library Cards

There are two types of library cards: master cards and minion cards. Master cards are played by Methuselahs. Minion cards are used by the vampires and allies you control. (Both vampires and allies are minions.) A master card has a gray stone background; a minion card from *Jyhad* has a scarlet stone background. In *Vampire*, different types of minion cards have different backgrounds to help you tell them apart.

Playing the Cards: You play a card by placing it anywhere in the playing area (described in Section 4.1) or on one of your minions. The card is then considered to be in play. Some cards have an immediate effect and are burned after they're used, while other cards require you or a vampire you control to burn blood counters before you can play the card.

Important rule: Unless the card says otherwise, whenever you play a library card, you immediately draw another library card and place it in your hand.

PIRE™

Cost of Playing Cards: Each library card has one or more symbols on its left side. There might be a symbol for the card type, a Discipline symbol, a drop of blood surrounding a number, or a clan symbol. A drop of blood on a card will have a number on it letting you know how much blood you must burn to use that

card successfully.
Solid black blood drop: If the blood drop is solid black (in the lower-left corner), the Methuselah pays that number of blood counters to the blood bank to use the card. The Methuselah must "burn" pool.

Black blood drop with a white circle: If the card has a black blood drop with a white circle, the vampire using the card pays the blood counters to the blood bank. The vampire must "burn" blood.

A minion card may include a Discipline symbol. If there's a Discipline symbol on the card, the vampire playing the card must have the same Discipline. Obviously, if the card doesn't have a Discipline symbol, then using the card doesn't require a Discipline.

Sometimes a card has a clan symbol. If it's a master card, you may only use the card if you have a "ready" vampire of that clan. (A ready vampire is one who is controlled and in your active area.) If it's a minion card, only vampires of that clan may use the card.

3.2.1. Master Cards

Master cards are cards played by a Methuselah. These cards represent some of the awesome powers you can bestow upon your minions or unleash upon the world. Master cards are played during your "master phase" and take effect the moment they're put into play. There are many different types of master cards, but the three most common ones are location cards, Discipline cards, and out-of-turn cards.

Locations: A location is a place controlled by you and your minions. Location cards give your vampires long-term advantages in play. Locations stay in

play and may be used repeatedly. Some library cards (such as Arson) can eliminate locations from play.

DISCIPLINES: Discipline cards are played on a vampire to give her new Disciplines or enhance a Discipline she already knows, increasing the level of a Discipline from basic to superior. In addition, a

Discipline card increases a vampire's blood capacity by one. You may not play a Discipline card on a vampire who already has that Discipline at the superior level. The vampire doesn't immediately fill the extra capacity—she must still hunt before she can gain the extra blood. Discipline cards remain on your vampire until the vampire is burned.

OUT-OF-TURN: You can only play out-of-turn cards when it is not your turn. If you play this type of card, you lose your "master phase action" during your master phase on your next turn. Once you've played an out-of-turn master card, you can't play another until after your next turn.

3.2.2. Minion Cards

As a Methuselah, you use intrigue, worldly political maneuvers, and the exercise of supernatural abilities to influence less-powerful vampires, ignorant mortals, and other creatures. These minions are your pawns in the eternal struggle.

Minion cards represent the actions and intrigue your minions use to destroy the pawns of your fellow Methuselahs and drain your enemy's influence. They're used during your "minion phase" (described in Section 6.3.), although reaction cards (a type of minion card) can be played when it isn't your turn.

Some types of minion cards may only be used by vampires. These include cards that require a minion to have a particular Discipline, cards that require a vampire from a particular clan, and cards that begin a political action. Other minion cards can be used by any minion, including allies.

The general types of minion cards are listed below.



Action cards: Action cards describe specific actions your untapped minions may take. On

your turn, you can play one action card for each minion who takes an action. There are other minion phase actions a minion can take without an action card.



Action modifier cards: These cards are played after your minion takes an action. They enhance an action. For instance, if your minion is taking a "bleed" action to drain the blood pool of another Methuselah, you could play an action modifier card designed to increase the amount of blood you drain. These cards may only be used when it is your turn.

IMPORTANT RULE: A minion cannot use two identical action modifier cards to affect the same action.



EQUIPMENT CARDS: These are tools you give your minions to aid them when they engage in combat. There isn't a limit to the number of equipment cards a minion can have. A minion attempts to take control of equipment by performing an "equip" action during the minion phase.



POLITICAL CARDS: These are action cards that represent the political intrigue so inherent in vampire society. Vampires may use these to cause events in the game that may benefit or harm Methuselahs or their minions. A "voting action" occurs when a vampire "calls" a vote by playing this type of card. (This is described in Voting, Section 7).



RETAINER CARDS: Minions employ retainers to protect themselves and maintain their worldly interests. Retainers cannot take actions of their own, use equipment, or deal damage. A retainer is linked to the minion who has "employed" him. He assists that minion by lending her special abilities. A minion controls a retainer after she has performed an "employ retainer" action; there is no limit to the number of retainers a minion may have.



ALLIES CARDS: Vampires are not the only creatures you may influence to do your bidding. Allies are mortals (or supernatural beings) who also serve you. Unlike retainers, allies can act independently of vampires, use equipment, and inflict damage. They must, however, be brought into play by a vampire performing a "recruit ally" action. (See Minion Actions, Section 6.4)



COMBAT CARDS: These are used by minions during the combat sequence of the game (see Combat, Section 13).



REACTION CARDS: Your untapped minions may use these cards to counter the actions taken by the minions of other Methuselahs. A minion cannot

use two identical reaction cards to react to an action. Note: A reaction card does not tap the minion using it.

SECTION TWO: THE BASIC GAME

*All of the Kindred
hid from one another
And from the humans
that surrounded them.
In hiding we remain today,
For the Jyhad continues still.*

—The Book of Nod

The Basic Game is designed to introduce you to the world of Vampire while teaching you with a simplified set of rules. Once you've mastered the Basic Game, feel free to move on to the complete set of rules inside the started decks for Jyhad and Vampire. Although the Basic Game is a complete game in and of itself, only the Advanced Game has the full version of the rules.

4. GAME ENVIRONMENT AND TERMINOLOGY

4.1. THE PLAYING AREA

There are two regions in front of each player in which cards are



Active Region (Controlled Vampires)



played: the active region and the inactive region.

Your vampires and allies are collectively referred to as minions. A minion in the active region is said to be ready. A vampire in the active region is considered controlled. A vampire in the inactive region is said to be uncontrolled.

4.2. SETTING UP THE GAME

Step 1. Decide who is the Predator and Prey of each player: In The Eternal Struggle, each Methuselah is both hunting and hunted. After you've sat down to play, look at the player to your left. This is the player you hope to oust from the game: your prey. Next, look to the player on your right. This is the player who hopes to oust you: your predator. In a two-player game, your opponent is both your predator and prey.

Step 2. Organize your pool: Take the thirty counters you're using as blood counters and place them in an area you can easily reach. These counters make up your blood pool. Your pool represents the resources and influence you have available for carrying out your manipulations. Take the counters you have left over, preferably at least ten, and place them in an area where everyone can reach them. The excess counters collec-

since the bank cannot run out of counters. Blood counters that are burned are returned to the blood bank.

STEP 3. Prepare your deck: Before the game begins, you'll have a chance to look through your deck. Some players prepare their decks more than other players, but as long as your deck has the right number of cards, it's playable. Eventually, you'll learn to adjust your deck to make it work more efficiently.

For the Basic Game, there's another step you should go through when you prepare your deck. There are some words and phrases that are used in the Advanced Game that do not apply to the Basic Game. Remove cards that use these words or phrases:

intercept, maneuver, additional strike, press, torpor, diablerie, paralyze, and ante.

You should also remove any cards that say "Only usable at long range" or "Not usable in the first round of combat." Disregard the word "ranged" on strike cards.

If, during the game, you draw a library card that has one of these words or phrases, you may set it aside and draw to replace it. During the game, if a card from your crypt has any of these words or phrases, you can still use the card—just ignore the text that includes those words or phrases.

The rules for inflicting damage have been simplified as well. All cards do standard ("non-aggravated") damage. Treat all instances of "aggravated damage" as "normal damage" and remove any cards that affect or inflict aggravated damage. If an amount of damage includes the letter "R", ignore that letter (1R becomes "1", 2R becomes "2", and so on). The letter "R" refers to ranged damage, a concept that isn't used in the Basic Game.

In addition, if you encounter any cards that do not seem to work under this set of rules or seem overly confusing, remove them as well. If you encounter one of these cards during play, you may discard it and draw a new card. Your objective should be gaining fluency with the basic rules; later, after you've read the rules for the Advanced Game, you can look at these cards again to make sure you understand them.

Now you're ready to begin playing. Separate your crypt cards from your library cards. Shuffle both sets of cards and allow the player to your right to cut the two decks. Place your library and your crypt in front of you.

Once your decks have been prepared, your two decks are shuffled, the blood bank is ready, and your blood pool is within reach, you can begin to draw cards.

STEP 4. Place four vampires in the inactive region: Take the top four vampires from your crypt and

place them face down in front of you. This becomes the "inactive region". You may look at these cards. These are the initial vampires you will attempt to control during your "influence phase". During the game, you will have the opportunity to move more vampires out of your crypt and into the inactive region. (This is described under *Influence*, Section 14).

STEP 5. Draw seven library cards into your hand: Take the top seven cards from your library and place them in your hand.

Remember, whenever you play or discard a library card, you immediately draw another library card and place it in your hand. However, if your library runs out of cards, you must continue with just the cards you are holding and ignore any cards that allow you to draw additional cards.

STEP 6. Begin the game: The players decide who goes first. If more than two people are playing, turns proceed clockwise around the playing area. (The *Breakdown of the Phases of a Turn* is detailed in Section 10.)

4.3. The Ash Heap—The Discard Pile

Cards that are burned or discarded (and taken out of play) are placed face up next to the library. This pile of cards is known as the ash heap. Your ash heap may be examined by any player.

4.4. The Edge

Whenever a player successfully bleeds another Methuselah (an action explained under *Minion Phase* in Section 6.3), that player "gets the Edge". There is only one Edge counter, so when one player gets it, the previous controller forfeits it. During his untap phase, the player who has the Edge takes one counter from the blood bank and places it in his pool (see *Untap Phase*, Section 6.1). The Edge can also be useful during political actions.

5. Breakdown of the Game Phases

Each turn has five phases: untap, master, minion, influence, and discard.

1) Untap Phase: Untap any minions and/or master cards you have in the playing area. There are two other events that may occur during this phase:

- If you have the Edge, take a blood counter from the blood bank and place it in your pool.
- Certain master cards may take effect during this phase.

(This is the phase

when you play your master cards.

Technically, you receive one master phase action during this phase, which you can then use to play a single master card.

3) Minion Phase: Each untapped minion in your active region may take a minion phase action. When a minion takes an action, you tap it. The action might involve playing one or

more minion cards.

4) Influence Phase: This is the phase when you may exert your power as a Methuselah upon vampires in your inactive region. Your influence phase actions are known as transfers. By spending your transfers, you may:

- transfer pool to the vampires in your inactive region,
- transfer blood counters from your inactive vampires to your pool, or
- spend all your transfers to move a vampire from your crypt to your inactive region.

These three options are described in Section 9.

5) Discard Phase: Under the Basic Rules, you may discard up to two cards from your hand and draw to replace them. (If you have to discard cards that don't apply under these rules, those cards don't count against your two discards at the end of your turn.)

6. DESCRIPTIONS OF THE PHASES

6.1 The Untap Phase

At the beginning of your turn, untap any tapped cards. Once the cards are untapped, they can be used during your turn.

Some cards in play may cause some or all players to perform actions during your untap phase. Any cards requiring you to take an action or actions during your untap phase take effect after you've untapped your cards. If more than one card requires you to take an action, you may choose the order in which these actions take place.

If you have the Edge, you may take one blood counter from the blood bank and place it in your pool.

Note: Untapping is mandatory. You must untap all of your tapped cards during this phase.

6.2. The Master Phase

During your master phase, you receive one master phase action, which you may then use to play a

master card. If you do not use this master phase action by the end of the master phase, you lose it. If you play a master card that permits you to do something during the master phase, you can take that action as soon as you play the card.

6.3. The Minion Phase

The minion phase is the most involved part of the game. Each of your ready vampires and allies may take one action. The procedure is as follows:

- 1) To show that you want one of your minions to take an action, tap it. This minion is called the acting minion.
- 2) Announce to the other players the action the minion is taking. You may have to play an action card to reveal your minion's action.
- 3) You may decide to modify the action. Other Methuselaha may have an opportunity to block the action.
- 4) If the action isn't blocked, resolve it. You may have to burn blood at this time.

A minion may take one of the following actions without playing an action card.

- bleed,
- hunt,
- employ a retainer,
- recruit an ally, or
- equip.

Employing a retainer, recruiting an ally, or equipping a minion does not require an action card, but does require the use of a retainer, ally, or equipment card. (This is explained further in *Minion Actions*, Section 6.4.) A minion of another player may attempt to block your minion's action. (Detailed rules on blocking are in Section 6.3.2.)

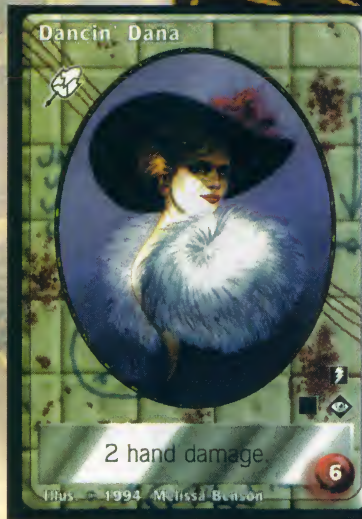
Action modifier cards enhance, alter, or embellish actions. This type of card can be played before or after a block is declared. If you're directing this action against another Methuselah, and he's declared that he won't block, he can't decide to block it later, even if you play an action modifier.

Important rule: In the Basic Game, the only standard minion phase action that can be blocked is bleeding. However, many of the actions that result from playing action cards can be blocked. If an action your minion takes is blocked by an opponent's minion, the action doesn't occur—combat automatically begins between them.

6.3.1. Directed and Nondirected Actions

There are two types of actions minions can perform: directed and nondirected.

Directed Actions: These are actions that directly affect another Methuselah, one of her minions, or a card she controls. An action directed against another Methuselah can only be blocked by the minions of that Methuselah. Cards that involve directed actions



have a "D" in the card text. The only directed action in the Basic Game that does not require a card is bleeding. **NONDIRECTED ACTIONS:** These are actions that are *not* directed against a Methuselah or one of his minions. Hunting, equipping a minion, recruiting an ally, and employing a retainer are examples of nondirected actions. These actions cannot be blocked in the Basic Game.

6.3.2. Blocking an Action

During a Methuselah's turn, you may have the opportunity to block one of her minions. For instance, if your predator uses a minion to attempt to bleed you (and reduce the size of your blood pool), you can try to block that minion's action. Remember, in the Basic Game, you may only block directed actions targeted at you or one of your cards.

To block an action, you simply tap one of your untapped minions and declare that he is blocking the action. You cannot block actions that are targeted at another player or one of his minions.

NOTE: If an action requires you to burn blood or pool, the blood counters are not burned until the action succeeds without being blocked. If you cannot burn blood counters for the action at that time, the action fails.

STEALTH: Stealth is the ability of vampires to avoid being blocked when they perform actions. In the Basic Game, an action card with the phrase "+1 stealth" (or, technically, "+X" stealth) cannot be blocked. (If the top of a Jyhad card has the phrase +1 stealth or the top of a Vampire card has the phrase +1 stealth action, both the basic and superior versions of that action are at +1 stealth). Also, there are some action modifier cards that can be used to give your minion stealth. If you play any of these during the action, the action becomes unblockable.

RULES OF THUMB FOR BLOCKING:

- 1) If an action is blocked, any cards used by the acting minion are burned, and the cost in blood or pool for playing the cards is ignored.
- 2) Once a Methuselah has passed up the opportunity to block an action, he cannot attempt to block it later, regardless of whether other blocking attempts have been made or whether the action has been modified with an action modifier card.

6.4. Minion Actions

Possible minion phase actions in the Basic Game are listed below. **BLEED** (no card required): Bleeding is one of the most fundamental directed actions in the game. One minion attempts to do "damage" to another Methuselah. The term "bleed" is actually a metaphor. It describes meddling in the affairs of Methuselahs by

paying bribes, burning down property, spreading rumors, and so on. To have one of your minions commit a bleed action:

- 1) Tap the minion and announce to your prey that your minion is attempting to bleed.
- 2) If your prey's minions cannot block, or are unsuccessful in their attempt, your prey burns one pool. Your prey burns additional pool if the bleed is increased with an action modifier—there are cards that allow your minions to bleed your prey for more than one pool.

Your predator will attempt to bleed you out of the game. She will try to send her minions past yours and reduce your blood pool; your minions can block these actions to defend you. You then have the opportunity to attempt to send your remaining minions past your prey's minions. If you succeed in getting through, you can then bleed your prey. You may do damage to your opponent's minions, but you want to ultimately bleed other Methuselahs out of the game.

Important rule: Whenever a minion successfully bleeds a Methuselah, the controller of that minion "gets the Edge". **HUNT** (no card required): The hunger for blood is the horrid price of immortality each vampire must endure, and a vampire must hunt to appease that hunger. This is the action a vampire takes to replenish part of his blood supply.

To have one of your vampires hunt:

- 1) Tap the vampire and announce that he is hunting. This is a +1 stealth action—it cannot be blocked in the Basic Game.
- 2) The vampire gains one blood counter from the blood bank.

NOTE: An untapped vampire in the active region with no blood must hunt as his next action. This action must occur before any of your other minions take minion phase actions. If more than one of your vampires needs to hunt, you may choose the order in which they hunt, as long as they all hunt. Also, a vampire with blood counters equal to his maximum capacity cannot hunt.

Dr. John Casey



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EMPLOY RETAINER (retainer card required):

Retainers are the helpers of your minions. They grant additional abilities to a single minion and cannot act independently. For the Basic Game, ignore the life points on a minion card—they are only important in the Advanced Game.

For a minion to employ a retainer:

- 1) Tap a vampire and announce that she is employing a retainer. This is a +1 stealth action: It cannot be blocked in the Basic Game.
- 2) Put the retainer card you have chosen from your hand on the vampire.



RECRUIT ALLY (ally card required):

This action allows you to bring an ally into play. Allies should be treated as

vampires in most ways. Unlike retainers, allies may take independent actions, such as blocking and bleeding. They also have life points, which are roughly equivalent to vampire's blood counters, save for the fact that minions cannot burn them to use cards.

To bring an ally into play:

- 1) Tap the vampire and announce that she is recruiting an ally. This is a +1 stealth action: It cannot be blocked in the Basic Game.
- 2) Place the ally card in the inactive region.

An ally cannot take an action on the turn he is recruited. When brought into play, the ally is placed in your inactive region to indicate that he cannot act. At the end of your turn, allies in your inactive region are moved to your active region.

If an ally is burned during the course of play, any other cards placed on it are burned as well.

EQUIP

(equipment card required):

You may give your minions equipment to aid and protect them. There is no limit to the number of equipment cards a minion can have.

To equip a minion:

- 1) Tap the minion and announce that you are equipping him. This is a +1 stealth action: It cannot be blocked in the Basic Game.
- 2) Take the equipment card you have chosen from your hand and put it on the minion.

One of your

minions can take equipment from another minion you control. To transfer equipment:

- 1) Tap the minion and announce that she wants to take equipment

from one of your other minions. More than one equipment card can be transferred, but all of the equipment cards must be transferred from the same minion. This is a +1 stealth action: It cannot be blocked in the Basic Game.

- 2) Take the desired equipment card and place it on the acting minion. If you're transferring more than one piece of equipment, move the applicable cards.

7. THE WAR OF INTRIGUE—VAMPIRE POLITICS



Politics and intrigue are as critical to vampires as hunting and feeding. Like mortal society, vampire society has its own laws,

creeds, and customs. Politics come into play when one of your vampires uses a political card.

To play a political card:

- 1) Tap a vampire and announce that she is calling a vote. Any political cards called at +1 stealth (or +X stealth) are unblockable in the Basic Game.
- 2) Read aloud what the vote will be about (as printed on the card) and place it on the vampire who called the vote. If any choices need to be made by the player whose minion called the vote, they must be made now.
- 3) Players vote for or against the terms of the vote. The players use votes available to them through their minions and cards. Once a vote has been cast, it cannot be changed.
- 4) Each player declares his or her votes (see below). Any vampire may abstain from voting. A player may vote both for and against the terms of the vote by using different minions and/or cards. (If you absolutely need a time limit for voting in your games, the players can agree to wait fifteen seconds after the last vote has been cast before tallying the results of the vote.)
- 5) If the vote passes, the effects of the card take place.

Tallying the Votes: If your vampire calls a political action, you automatically receive one vote. Each player receives votes for each Primogen, Prince, and Justicar he or she has in his or her active region.

When casting votes for a political action, a player can cast:

- 1 vote for each ready Primogen,
- 2 votes for each ready Prince, and
- 3 votes for each ready Justicar.

A vampire may hold only one political position at time; thus, a vampire cannot be a Justicar and a Prince. However, a vampire may yield, or be forced to yield, her current position for another as a result of a political card.

Example: Tatiana Romanov of Clan Toreador is the Prince of Houston. The player controlling her plays the Toreador Justicar political card on

her, and voting begins. The vote is successful. Tatiana is no longer the Prince of Houston, but now holds the position of Toreador Justicar!

If you have the Edge, you can receive a vote by forfeiting the Edge. If this happens, the Edge is uncontrolled.

Any Methuselah can burn extra political cards for extra votes. Each card is worth one vote. If you burn any extra political cards, ignore the effects printed on the card and throw it into your ash heap. You can't, however, draw new cards until the political action is finished.

There are other cards you can use to cast more votes. Remember, though, that you can only play action modifiers if one of your vampires is the acting minion, and you can only play reaction cards if another Methuselah's vampire is the acting minion.

8. COMBAT



If one of your minions is blocked, that minion's action is considered unsuccessful. Any cost in blood or pool to take the action is

ignored; if you were required to burn blood to take the action, you don't lose the blood. Any cards you used to take the action are burned. The blocking minion is tapped, and combat begins between the two "opposing" minions.

8.1. BASIC COMBAT SEQUENCE

Each round of combat has the following phases:

- 1) Choose your strike. Each player chooses how her minion will strike: with one of her weapons, with her bare hands, or with a special attack listed on a combat card.
- 2) Check damage. This is a three-step process. During each of the steps listed below, the player controlling the acting minion always goes first.
 - Figure out the amount of damage you're inflicting, adding in damage modifiers,
 - announce the amount of damage you're inflicting,
 - and then play any applicable damage reduction cards.
 Once a player makes a choice during a phase (even if the choice is to not play a card), that player may not alter his choice.

8.1.1. Strikes and Damage

Choose your strike: Each minion has one strike each round of combat. That strike can be an attack from a combat card, a strike with a weapon, or a bare-handed attack.

The player with the acting minion decides how he strikes first. Then the blocking minion decides what his strike will be. In the Basic Game, there is only one round of combat, and only one strike card may be used each

round of combat.

NOTE: Some strike cards have the words "dodge" or "combat ends" on them.

While this may seem like a contradiction in terms, the word "strike" is used to describe a particular card type.

The card explains what your minion does in a round of combat.

Hand damage: When a minion strikes with his hands, he does an amount of damage equal to the total hand damage from equipment, combat cards, and other modifiers.

Important rule: Once you've committed a minion to performing a particular strike, you cannot change your mind. The minion executes the strike.

Announce the amount of damage inflicted: Damage is simultaneously dealt between the two minions engaged in combat. A normal unaided hand attack causes one point of damage. For each point of damage you minion takes, burn a blood counter (or "life" counter, in the case of an ally). If a vampire has suffered more damage than he can take (that is, if he received an amount of damage in excess of the amount of blood on his card), he is burned. An ally who loses all of his life counters is burned.

Note: In the Basic Game, treat aggravated damage exactly like regular damage.

Play damage prevention cards: During the Check Damage phase, you may play damage prevention cards (like Skin of Rock) if you are able to do so. You may play these cards one at a time until all the damage is prevented or you have no more damage prevention cards in your hand. You cannot play more damage prevention cards if all of the damage has been prevented. Extra damage prevention is lost, and it can't be applied against future strikes.

Example: If a vampire is dealt three points of damage, you can play one card that prevents two points of damage and immediately play another card that prevents one point of damage. You could not play any more damage prevention cards—all of the damage has been prevented. The extra point of damage prevention would be lost.

8.2. Allies and Combat

Allies are allowed to use strike cards in combat. Of course, the ally performing the strike must meet the requirements listed on a strike card. Strike cards include "dodge" cards, "combat ends" cards, and cards that inflict damage (such as Lucky Strike). This rule reflects the way some vampires regard the allies they con-

trol—they are deadly in combat but they're also expendable...



8.3. Special Combat Effects Here's a list of special combat effects you'll find on a number of vampire and library cards.

+N Hand Damage: Add N points of damage to a minion's hand or

melee weapon damage. DESTROY EQUIPMENT: This effect will burn a minion's equipment card. If there is more than one piece of equipment on a minion, the player controlling the destroying minion chooses which one is affected. However, the equipment can still be used on the turn it's destroyed... unless the equipment was destroyed before it could be used (see First Strike, listed below). Sometimes the effect may specify a weapon, in which case a weapon must be burned.

Steal Equipment: This effect is like "destroy equipment" except that it forces a piece of equipment out of the hands of one minion and into the hands of the minion who used this effect. The equipment can still be used on the turn it is stolen... unless the equipment was stolen with First Strike (see below) before it could be used. The stolen equipment may not be used by the minion stealing it until the next round of combat. The minion using this effect keeps the equipment at the end of combat.

First Strike: The damage inflicted by a minion with First Strike is resolved before the strike of the opposing minion begins. (Thus, if an opposing minion is burned by First Strike, he will not get a strike.) If both minions have First Strike, the effect is canceled and damage is resolved normally.

Example: Cassandra is attacking Andreas with First Strike. Cassandra is using a Potence card and has +1 damage; Andreas has no extra damage and only 1 blood point left. Before Andreas can damage Cassandra, Cassandra does 2 points of damage to Andreas, burning him. Cassandra therefore receives no damage.

DODGE: A "dodge" deals no damage, but it prevents the effect of the opponent's strike that round, even if the opponent's strike was delivered with First Strike. Combat Ends: This effect ends combat immediately before any

damage is dealt or a strike card's effects take place. If the acting minion's strike is "combat ends", the blocking minion may still use a strike card, but this strike will have no effect. Note that "combat ends" is not affected by a dodge and cancels a First Strike. Steal Blood: This effect is like "steal equipment" except that it forces blood (or life, in the case of allies) from another minion and feeds the vampire who used this effect. This is not considered damage, so the effect cannot be prevented with damage prevention cards. If the stolen blood exceeds the capacity of the vampire stealing it, the excess is moved to the blood bank. If all of the vampire's blood is stolen, the vampire is burned. If an ally loses all of his life points, the ally card is burned.

A vampire cannot steal more blood than the opposing minion has at that time.

Example: Later in the game, Cassandra attempts to bleed and is blocked by Eliza of Clan Tremere. Eliza vows to avenge Andreas' demise. Cassandra is attacking with her bare hands and has 3 blood points. Eliza plays a Thaumaturgy card that allows her to steal 3 points of blood. Cassandra does 1 point of damage to the Tremere, but Eliza steals 3 points of blood from Cassandra. Cassandra has no blood left, so she'll have to hunt next turn. Eliza was at full blood capacity, so the excess blood goes to the blood bank.

The stolen blood will also heal the vampire immediately. This blood can be burned by damage that is not dealt with First Strike. *Example: Eliza and Cassandra meet again. This time Eliza has 1 blood and Cassandra has 4. Eliza strikes using a Thaumaturgy card that allows her to steal 3 blood. Cassandra strikes with her hands and plays a combat card to increase her hand damage to 2. Eliza takes 2 damage and steals 3 blood from Cassandra. Eliza can use the stolen blood to absorb the damage and is not burned.*

PARALYZE: This is a term that appears in Jyhad, but has been dropped from Vampire. It isn't used in the Basic Game.

9. Influence

Methuselahs vehemently seek to dominate vampire society, but most younger vampires are reluctant to defer to the whims of the ancients. The Methuselahs must exert their extraordinary command of Disciplines and resources to entice their younger brethren to do their bidding.

The influence phase allows you to move vampires into your inactive region and place them under your control. Each influence phase involves using a type of "influence phase action" known as a transfer. Transfers are not represented by tangible markers, like blood counters, but they do

usually translate into blood counters from your pool.

When you move blood counters from your pool to a vampire, they become blood points for that vampire. When you move blood counters from a vampire to your pool, they become pool.

During your influence phase, you may:

- 1) move blood counters from your pool to your uncontrolled vampires;
- 2) take blood back from uncontrolled vampires who already have blood on them; or
- 3) move the next vampire card in your crypt to your uncontrolled region.

The cost for these actions is listed below.

- 1) At the cost of one transfer, you may move one blood counter from your blood pool to an uncontrolled vampire in your inactive region.
- 2) For two transfers, you may move one blood counter from an uncontrolled vampire in your inactive region back to your blood pool.
- 3) By spending all four transfers, you may take a vampire off your crypt and place her in your uncontrolled region. If you do this, you must also move one blood counter from your blood pool to the blood bank (that is, you must burn one pool).

Putting Vampires into Play: At the end of your influence phase, a vampire in your inactive region with a number of blood counters equal to his blood capacity is now considered controlled. The vampire is turned face up and placed in your active region. The blood counters are kept on the ready vampire. These blood counters are a measure of its present strength, which may increase and decrease throughout the game.

At the beginning of the game, players do not receive the usual four transfers. Instead, the player who goes first may only spend one transfer during her influence phase. The second player may spend up to two transfers, the third player may spend up to three, and the fourth player may spend the usual four transfers. Of course, if there are only two or three players, the number of transfers allowed increases by one each turn until a player is allowed to spend four transfers.

10. ENDING THE GAME

In a two-player game, the last Methuselah with pool remaining wins. As soon as a Methuselah is out of blood counters, the game is over.

If more than two Methuselahs are playing, the game continues after the first Methuselah is out of pool. A Methuselah is ousted as soon as she no longer has pool. When this occurs, her predator earns a victory point and gains six pool. If a predator is ousted the same turn her prey is ousted, the

predator gets the victory point, but does not get six pool. The last Methuselah remaining in the game also gains an additional victory point. The winner of the game is the player with the most victory points at the end of the game.

10.1. RUNNING OUT OF CARDS AND WITHDRAWING FROM THE GAME

If you've exhausted your library and have to begin your turn with less than a full hand, you have the option of withdrawing from the game. To do exercise this option, you must announce your intent to withdraw during your untap phase. For the withdrawal to succeed, you have to meet two conditions:

- your minions can't enter combat until your next untap phase, and
- you and your minions can't lose or burn blood before your next untap phase.

If you survive until your next untap phase while meeting these conditions, you successfully withdraw. If you lose a single blood point (even if you regain it later), your withdrawal fails.

If you successfully withdraw, you receive one victory point to add to any victory points you've already gained. Your predator does not get a victory point or pool for your withdrawal.

11. THE GOLDEN RULE OF CARD OWNERSHIP

Your cards are never transferred to another player permanently as a result of card play. If you are ousted from the game, the cards you had at the beginning of the game are immediately returned to you. If you have any of your opponents' cards, they are returned to their respective owners and placed in the appropriate ash heaps.

12. THE GOLDEN RULE FOR CARDS

Whenever the cards contradict the rules, the cards take precedence.

CONCLUSION

Vampire, in both the limited and unlimited editions, is a thorough introduction to the world of the Camarilla. Whether you choose to play with the original Jyhad cards, assemble decks with new Vampire cards, or put together decks combining both sets of cards, enjoy the game... and make your enemies bleed.

APPENDIX A: VARIANT RULES

Try placing these rules variants in your games of Jyhad and Vampire. The variants, though simple, are designed to dramatically speed up game play. They may be used individually or all together.

INCREASED BLEED

In this variant, a vampire's bleed equals her blood capacity divided by 2 (rounded up). Therefore, a 9 or 10 capacity vampire could bleed for 5 points of damage.

BLEEDING CHART

BLOOD CAPACITY	BLEEDING SCORE
11* - 12*	6
9 - 10	5
7 - 8	4
5 - 6	3
3 - 4	2
1 - 2	1

* Vampires from V:TES and Jyhad may only reach this capacity with master cards.

Treat any cards that refer to a base bleed as added bleed damage. This also applies to cards from the original Jyhad set.

Example: A card that would give a vampire a base bleed of 2 would give her +2 bleed in this variant.

Also, players will find the bleeding score of allies (such as Thadius Zho) are far less powerful when compared to the bleeding score of most vampires. After all, most allies are but mere mortals.

INCREASED DAMAGE

Hand damage equals a vampire's blood capacity divided by 2 (rounded up). Therefore, a 9 or 10 capacity vampire could do 5 points of hand damage.

BLOOD CAPACITY	DAMAGE
11* - 12*	6
9 - 10	5
7 - 8	4
5 - 6	3
3 - 4	2
1 - 2	1

* Vampires from V:TES and Jyhad may only reach this blood capacity (and above) with master cards.

Treat any cards that refer to a base hand damage as added hand damage. This includes cards from the original Jyhad set. *Example:* In Jyhad, Angus the Unruly is a 10 capacity vampire that has a special ability of dealing 2 hand damage. In this variant, Angus has a +2 to hand damage and can strike for 7 points at

will find that higher capacity vampires really don't need weapons if they have monstrously high scores. On the other hand, without weapons or maneuver cards, if a gun-wielding opponent can maneuver to long range, she can deal severe damage to an unarmed opponent.

CLAN ENMITY

During the combat phase, a vampire gets +1 hand damage if she is engaged in combat with a vampire from a rival clan. Although no minions will have an advantage against Gangrel, Gangrel don't receive enmity bonuses when engaged in combat. The clan rivalry is as follows:

Brujah — **Ventrue**
Malkavian — **Tremere**
Nosferatu — **Toreador**
Caitiff — **Primogen, Prince, and Justicar**

Example: A Ventrue and a Brujah are engaged in combat. Since they belong to rival clans, each vampire adds one point of damage to hand attacks.

SEEK AND DESTROY

As stated before, only the Advanced Game has the full version of the rules. For players who want to continue playing the Basic Game, we have provided two modifications. Basic Combat does not allow for increasing intercept against stealth or inflicting damage with additional strikes. Therefore, the Auspex and Celerity Disciplines are rarely used. This variant encourages players to have their minions use these abilities.

Auspex can give a vampire heightened senses and can sometimes be used to sense the unseen. Detecting vampires that are using the Obfuscate Discipline is one example. In this variant, - an untapped vampire with the basic level of Auspex can block a vampire attempting to bleed using the basic level of Obfuscate, and - an untapped vampire with the superior level of Auspex can block a vampire attempting to bleed with the basic or superior level of Obfuscate.

Of course, the usual restrictions on blocking still apply.

Celerity represents supernatural quickness, and it makes the Brujah (and Toreador) deadlier in combat. During combat, two vampires are assumed to inflict damage simultaneously. Celerity allows a vampire to inflict additional damage at the end of a combat round. In this Basic Game variant, - a vampire with the basic level of Celerity can inflict an additional point of damage at the end of a combat round; - a vampire with the superior level of Celerity can inflict two additional points of damage at the end of a combat round.

This damage can be prevented with damage prevention cards, but the victim cannot counter these extra attacks with additional strike cards or "dodge" cards. If

Camille Devereux



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close range!

Under the advanced rules, you

two vampires have Celerity, each one will inflict additional damage. However, if a vampire uses a "combat ends" card for her first strike, combat ends immediately regardless of whether anyone has Celerity.

of the Masquerade: "Thou shalt not reveal thy true nature to those not of the blood." Disguised as humans, vampires have infiltrated the mortal world and manipulated its very history.

The power of a vampire is determined by her lineage, including the number of generations she is removed from the mythical progenitor of the vampire race, Caine. The second generation vampires sired by Caine are believed to have been destroyed. The third generation vampires, known as the Antediluvians, have been unseen for millennia. The fourth and fifth generations, the Methuselahs, employ younger vampires from later generations as pawns in a constant struggle against each other.

There are many bloodlines within vampire society. Seven of these claim recognition within the Camarilla, the sect of vampires on which *Eternal Struggle* focuses. Each clan of vampires possesses certain powers, called Disciplines.

TORERDOR: Members of this clan are thought of as artists and degenerates. They are frequently adept at the Disciplines of Auspex (ESP), Celerity (supernatural quickness), and Presence (the ability to influence crowds).

NOSFERATU: These hideously deformed creatures use their influence to gain knowledge. They are loners by necessity, but they still manage to know more about the workings of Kindred society than do many of the most powerful vampire leaders. Nosferatu are often skilled in the Disciplines of Animalism (communication with and control of animals), Obfuscate (the ability to remain unseen), and Potence (strength).

VENTRUE: The most old-fashioned of the vampires, the Ventrue are sophisticates who move in the highest social and political circles. They are frequently proficient in the Disciplines of Dominate (mind control), Fortitude (toughness), and Presence (the ability to influence crowds).

BRUJAH: The Brujah are rebels—they make no secret of their disrespect for undead society and are often viewed as a force of chaos by other Kindred. They are often skilled in the Disciplines of Celerity (supernatural speed), Potence (strength), and Presence (the ability to influence crowds).

Brujah Justicar



+1 stealth. All Kindred
POLITICAL CARD - WORTH
Select a Kindred to aid. Sub-
tract his or her influence
from yours. On this vote, each
vampire has a vote. This card
is contested if the
it's each in mortal life
when they are on the
same side. (Vote for)

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trol of animals), Fortitude (toughness), and Protean (the ability to change shape).



TREMERE: This close-knit clan is known to have many arcane and magical skills. Their powers often include Auspex (ESP), Dominate (mind control), and Thaumaturgy (sorcery).

MALKAVIAN: Members of this clan are insane, yet from madness may

come wisdom, and many Malkavians seem to glimpse hidden truths. Malkavians commonly possess the powers of Obfuscate (the ability to remain unseen), Auspex (ESP), and Dominate (mind control).

CATIFF: These clanless, thin-blooded outcasts are high-generation vampires

(many generations removed from Caine) who are somewhat uninvolved in the political structure of the Kindred.

Members of all bloodlines serve equally well as pawns of the Methuselahs.

GANGREL: The Gangrel have an affinity for the wilderness, and their insights into the nature of the Beast Within gives many of them command over animals. The Gangrel frequently possess the Disciplines of Animalism (communication with and con-

Elder Kindred Network



Only usable during a political action before any votes are cast. To succeed, vote makers must be no subject. If the vote fails, the Methuselah voting on your side 1 point. The side that fails and 1 extra for the side that succeeds. Fear the lords who will not be afraid. Jim Moriarty. The lords and the blood.

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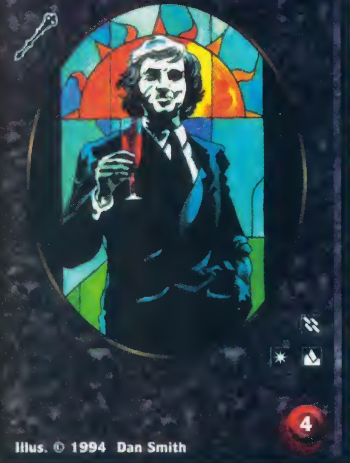
Effective management



Master.
Bring a vampire from
your crypt to your
inactive region.

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Courtland Leighton



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APPENDIX B: WHITE WOLF'S VAMPIRE: THE MASQUERADE

"No one holds command over me. No man. No god. No prince. What is a claim of age for ones who are immortal?"

Günther Dörn,
Vampire: The Masquerade

This game was inspired by Vampire: The Masquerade, the classic roleplaying game designed by White Wolf. In White Wolf's Gothic-Punk universe, vampires roam the streets at night among mortals in a decadent, information-age world. The Kindred, as vampires call themselves, have spent countless centuries preying secretly on humanity, cooperating uneasily among themselves through a clandestine and Machiavellian social order governed by many laws. Preeminent among these laws is the Tradition

Ebanezer Roush



Ebanezer may attack a vampire of your predator or prey, providing that vampire's blood capacity is no greater than 3. This is a +2 speed 1 D10.

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LEGENDS OF
DARKNESS
ARE NOT
ALWAYS
MYTHS.



VAMPIRE™

THE ETERNAL STRUGGLE

THE DECKMASTER TRADING CARD GAME OF GOTHIC INTRIGUE
FORMERLY *JYHAD* — SUGGESTED FOR MATURE PLAYERS

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Cannon MacLeod



Duncan MacLeod



Luther



Sian Quidace



The cries of the seabirds mingled with the laughing voices of the revelers. It was an odd harmony, that mixture of untouched nature and civilization. It was echoed many times over throughout the colonies: the comfort of the governor's mansion only yards away from the wild jungle. Some nights, in fact almost every night, the people would come together to socialize—holding out against the dark wilderness.

In the brightly lit hall of the manor house, Isabella Heyn smiled warmly at her companion. He, too, was an odd mixture of conflicting forces: handsome, polite, and courteous—quite civilized, and yet completely untamed. For two months she had courted him (though allowing him to believe he courted her) and still she knew almost nothing about him. She decided that tonight she would take him to her room—where she would lure his secrets from him.

His name was MacLeod, and he had come to the colony not long ago. He had arrived on the Dutch ship *Dolfijn*, with no money and only the clothes he was wearing. The impoverished appearance of a man who was obviously a gentleman sent rumors spreading through the town, and Isabella became determined to unravel the mystery that was MacLeod.

His story was that he had come from Japan, fleeing amidst a tide of other 'barbarians' expelled by the new Shogun. MacLeod had lived many years in Japan, with nothing now to show for it but the oddly-shaped sword he claimed was a match for the finest the French could produce. Isabella longed to see his blade in action—fighting for her honor, perhaps. She would arrange it as soon as possible.

Isabella lifted her glass to MacLeod, and he returned the gesture, smiling as she tipped the red wine past her parted lips. She felt something in the air that night, and grew ever more excited and impatient to have MacLeod to herself for the evening. She reached forward and laid her hand gently on his arm.

There must surely have been a spark between them, for beneath her soft touch Isabella felt the hairs rise on MacLeod's arm. She looked up into his eyes, sensing victory at last...

She was surprised to find that she had somehow lost his attention. MacLeod's eyes were scan-

ning the crowd, looking for someone. Who? She had no time to wonder; before she could protest MacLeod had pulled away from her.

"Excuse me, Isabella. I... need some air." She took no comfort in his strange accent, as she usually did. He seemed to be resisting her still.

"Let me walk with you, then," she said. "The night air will do us both good."

"No... I... I'm sorry. May I call on you tomorrow?" he asked.

"Very well." She waved him away and attached herself to the arm of a passing gentleman. MacLeod left without a word.

Isabella ignored the conversation of her new companion and watched as MacLeod walked past the oil lamps towards the beach. When she was sure she could follow at a safe distance, she slipped out onto the sandy path behind MacLeod. She followed his footsteps for a short distance, down to a clearing on the beach. MacLeod waited there.

Isabella was beside herself with jealousy. Who was she that MacLeod waited for?

Suddenly a figure emerged from the trees just across the clearing from Isabella. It was a tall man, dressed richly in a silk shirt and trousers. His high black boots swirled through the watery sand as he walked towards MacLeod. Isabella noticed that his hand rested on the hilt of his sabre. He stopped just a few feet away and greeted MacLeod.

"I see you finally made it. Are you prepared to die, at last?"

HIGHLAND

THE C

Fiction by
Benjamin Durbin

There Can Be

SWORD

A SwordMaster

HIGHLANDER

BOARD GAME

Rules by
Bob Iliff

Only One.

MASTER

System Game

TM

"Let's get this over with, di Pitre. I'm not in the mood for your insults."

"I just wanted to make sure you were ready," di Pitre said. "I've had more time to prepare you know—I heard your knees knocking from halfway across the Pacific."

"Exercise your sword arm, not your wit," MacLeod responded.

Di Pitre languidly drew his sabre. "It took an expulsion edict to get you out of the Japans. Trust me, now that you're here I intend to make the most of your visit. You'll find no sacred ground to hide you here, Highlander."

MacLeod laughed. "I'm sorry Japan was not to your taste, di Pitre. What was it you said? 'You can't draw steel without hitting a shrine.' Ah, but you could have learned much, had you stayed longer."

"I had everything I needed here," di Pitre said. "A man with my talents—and my tastes—can carve out quite a life for himself." He spread his arms wide and turned around, showing off his expensive garments.

Suddenly, di Pitre's sabre came whistling around in an arc. There was a flash of steel as MacLeod stepped back and drew his sword, blocking the attack in one swift motion. The two blades hissed against each other as both men backed away.

The two men fenced back and forth across the clearing, lunge and parry, attack and counter-attack. Di Pitre pitted his mastery of fencing against MacLeod's melange of styles, and it soon became clear that MacLeod was

losing. Desperately defending against the cut and thrust of di Pitre's flashing sabre, he retreated towards the manor house. The path there rose sharply as it left the beach and MacLeod needed the advantage of higher ground. Step by step he was forced back up the sandy slope.

Without warning, the sand beneath MacLeod shifted. His feet slid out from beneath him and he found himself lying beneath his opponent. Di Pitre towered over him, a contemptuous smirk across his aged lips, his blade poised for the killing blow. The Highlander would never regain his feet.

Instead, the slope continued to crumble beneath him, and MacLeod slid down the slope on his back. Instinctively he slashed and cut in desperation as he slid to his doom between di Pitre's legs. There was a horrible shrieking, the sound of steel chewing its way through flesh and bone. MacLeod tumbled to the bottom of the path and turned, ready to fight.

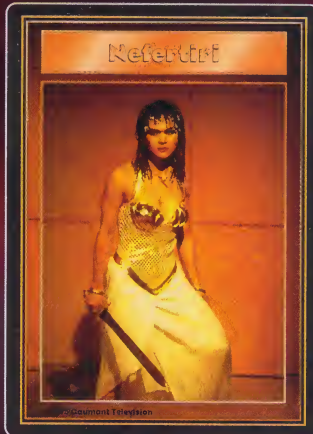
There was no need. Di Pitre was on his knees, desperately clutching his hips, trying to hold the two halves of his pelvis together. The sand beneath him had turned a dark black. He fell over onto his side, his twisted face pleading for release.

Without a word, MacLeod lumbered forward and with a moment's hesitation took di Pitre's head from his shoulders. Di Pitre's body remained poised on its elbow for an instant, seemingly amazed at its sudden loss, then crumpled awkwardly to the sand.

MacLeod waited nervously. "There can be only one," he mumbled half to himself, half to the corpse, as he stood looking down upon his fallen foe.

From nowhere a whirlwind arose, carrying the body of di Pitre into the air. MacLeod, too, was lifted off the ground, and a coruscation of lightning racked his body. His hair, his eyes, his teeth were lit by blue fire, and he writhed and screamed as he hung in the grip of that supernatural vortex.

When at last MacLeod dropped to the ground, exhausted, Isabella was still screaming. Whether she had screamed since the first sword stroke, or had even breathed since then, she did not know. MacLeod lifted her to her feet and silenced her with a kiss. She could still feel the charge in his touch, in his lips. She stood still, eyes closed, until



she finally realized that he no longer held her.

INTRODUCTION

Welcome to the incredible world of the Immortals, the world of Highlander™! Based on the immensely popular motion pictures and television series of the same name, Highlander: The Card Game™ is a collectible trading card game of swashbuckling sword-play and dark intrigue. Players assume the roles of Immortals... mysterious wanderers who can only die if their heads are severed from their bodies. Immortals spend eternity struggling to reach the time of the Gathering, when they will battle to the last. To the victor goes The Prize— an enigmatic goal of legendary proportions that no one really understands. It is simply known among them that he who wields its power will command the destiny of the entire world. Quite a prize indeed.

To attain this goal some Immortals will stop at nothing, while

others follow a stricter code of honor and decency in their quest. In the end, for better or worse... There can be only one.

SEQUENCE OF PLAY

Make a Deck of Cards

You must have at least 50 cards and include the 15 basic Attacks and Defenses. You may not have more than 6 of any card.

Your deck is your Endurance. The bigger the deck the greater your Endurance; however, the less the chance of you getting any particular card.

Pre-Game Set-Up

Play any pre-game cards (Personas, Quickenings, etc.). Randomly decide who goes first. Draw 15 cards; this is your Ability. It will be reduced as you tire and as you take damage.

Turn Sequence

- You may play one Special card per turn.
- You may make one Exertion per turn.
- You must play a card or make an Exertion every turn.

Defense Phase

You may play a Defense, a Special card, or both in any order.

Attack Phase

You may play an Attack card, a Special card, or both in any order.

Draw Phase

You may draw back up to your Ability or you must discard down to your Ability, which ever applies. You may not play cards during this phase.

Repeat

Turn Sequence repeats until only one player is left standing. There can be only one.

DECK AND CARD INFORMATION

Deck Composition

When constructing a deck, you must use a minimum of 50 cards. At least 1 of every basic Attack and Defense is required. Up to 6 of any card may be used unless a card is Restricted (see below).

Basic Attacks :

Upper Left
Upper Center
Upper Right
Middle Left
Thrust
Middle Right
Lower Left
Lower Center
Lower Right

Basic Defenses :

Upper Left
Upper

Upper Right

Lower Left

Lower

Lower Right

Restricted Cards

If a number appears in the upper right hand corner of a card, then that card is Restricted. The number indicates how many of that card you may use in your deck.

Immortal Specific Cards

Most cards may be used by any player during the regular course of the game. However, some cards are Immortal Specific. These can be identified by a Persona name at the top. No other Persona may use these cards.

Reserved Cards

If a sword appears in the upper right-hand corner of a card then that card is Reserved to the Immortal whose name appears on that card. Generic Immortals may not use these cards.

Persona Cards

Before the game begins, you may play a Persona card representing a specific Immortal. When playing a Persona, you gain the abilities and restrictions listed on the Persona card and can use any of the cards Reserved for your character. You may not use cards with another Immortal's name.

Generic Immortals

A Generic Immortal is a deck that does not utilize a Persona card. Generic Immortals can use up to one of any Immortal-specific card except those that are Reserved, of which none can be used.

Master's Cards

Master's Cards are any card with the word "Master" in their title. You are restricted to how many Master's cards you are allowed to have in your deck. This is stated on the Persona card. Generic Immortals are not allowed any Master's cards.

Special Cards

A Special card is any card that is neither an Attack nor a Defense. This includes Situations,

ANATOMY OF A CARD

Card Title

Card Type

Persona

Description

Reserved
Symbol

Restriction
Number




Events, and Objects. Situations and Objects remain in play, while Events happen immediately. Only one Special card may be played per turn.

ACTIONS

Attacks/Defenses


Attacks and Defenses are the mainstay of the game. Their area of effect is highlighted in the Combat Grid at the top left corner of the card. Borders of combat cards also indicate area of effect and action type.

Attacks


Attacks are divided into the nine basic areas listed above. Attacks are played  after the Defense Phase and cannot be to the same area that was just defended against. Successful Attacks do 2 points of damage. Attacks are represented by a red Combat Grid.

Defenses

Defenses are divided into Blocks and Dodges.

Block - A Block is a Defense which uses a sword to prevent a blow from landing. Blocks cannot be performed if you  have lost your weapon. Blocks are represented by a blue Combat Grid.

Dodge - A Dodge is an acrobatic maneuver which avoids a blow or ranged attack. Dodges can be performed without the use of

 a weapon. Dodges are represented by a green Combat Grid.

Blocking/Dodging multiple attacks in the same turn is possible. The same Block/Dodge is able to defend against consecutive Attacks in its area of effect as long as a new Defense isn't played and all Attacks occur in the same turn. Unlike Guards, regular Blocks do not remain in play after the turn ends.

For example: if an Upper Left Attack and a Middle Left Attack are played, the defender may use one Upper Left Block

to counter both Attacks. If the Attacks were Upper Left, Lower Right, Middle Left, then the Upper Left Block could counter the first and last Attacks if the defender doesn't Block the second Attack, else three Blocks or a Dodge would be needed in order to take no damage.

Exertions

An Exertion may be made when you do not have a proper Defense card, do not have an Attack, or want to make or block a Power Blow (see below). An extra effort is put forth and you draw 5 cards from your Endurance. One of those cards may be used, if appropriate, while the others are discarded. Only Attacks and Defenses may be chosen. Once an Exertion is made, that phase is over.

For example, you choose to make an Exertion to block your opponent's Attack but no useful cards appeared. You cannot return to your hand to play a Dodge because your Defense phase is over.

Power Blows

This is a very powerful blow that does extra damage. You announce that your Attack is going to be a Power Blow and make an Exertion. A Power Blow does 4 damage. If your opponent Blocks the blow he takes 2 damage. If he also makes an Exertion he takes no damage.

Because you have to overextend yourself to make such a powerful blow, your opponent's next Attack is hidden.

Other Terms and Concepts

Hidden Attacks

Hidden Attacks are Attacks that you play face down. You do not reveal them until after your opponent chooses a Defense. If the Defense fails to block the Attack your opponent may attempt an Exertion, but the Defense is spent.

Wounds

If you take damage, either

in combat or from a Special card, you are wounded and your Ability is affected. For each point of damage you take, your Ability is reduced by one card. This takes effect during the Draw Phase.

For example, If Amanda has an ability of 15 and takes 2 damage, she must end her Draw phase with 13 or fewer cards.

Drawing The Last Card In Your Deck

If you draw the last card in your Endurance, you immediately lose 5 from your Ability. This represents exhaustion. If your Ability was 15, it is now 10. Your second wind kicks in and all cards in discard are then reshuffled. You may go through your Endurance as many times as you like as long as your Ability is not reduced to zero.

Variable Chance

Some cards have a variable chance to succeed, such as the Disarm card. When a card with a variable chance comes into

play, simply use an appropriate die to resolve the chance.

For example, Disarm has a 1 in 6 chance of success. Simply roll a six-sided dice. If a 1 is rolled, then the Disarm was successful, otherwise it failed.

Recovering A Weapon

You may lose your weapon due to a Disarm or other twist of fate. If you have no weapon at the beginning of your turn, you have a 1 in 6 chance of recovering it.

Winning The Game

If you start your Attack phase with an Ability of zero or you lose your head, the game is over and you lose. In the end... there can be only one.

Tournament Play

In tournament play, you are eliminated if you lose your head or are beaten twice.

EXAMPLES

Attacks



Can Be Blocked By...



Can Be Dodged By...



SPECIAL CARDS



Events



Situations



Objects



Richard Thomas is the art director for White Wolf Game Studios. He has worked on a multitude of projects including Collectible Card Games such as Magic: The Gathering, Jyhad, Shadowfist and Rage. We recently had an opportunity to catch a short interview with Richard in-between phone calls and projects...

How did you get started in this field, and how long have you been doing game art?

I hooked up with Stewart Wieck about 8 years ago, to do illustrations for White Wolf Magazine, that led to my becoming Staff Artist and then Art Director for the magazine.

About 3 years ago I moved down to Atlanta to become Art Director for White Wolf Game Studio,

Do you have a degree in illustration?

I have an excessive amount of education for what we do; an MFA in Visual Design from the Tyler School of Art in Philadelphia.

Do you think of yourself as a young artist, or one of the "salty old dogs" of gaming?

An old, salty, cranky, pitbull.

When did you become involved with Wizards of the Coast and what is your background with them.

A couple of people that I worked for and a couple of games I did illustrations for, were part of the initial WotC introduction – this was way before Magic, when they were producing adventure gaming products – so with the advent of M:TG, I just continued doing art for them. I had always wanted to work on cards. When Jesper Myrfors, (former Art Director for WotC) approached me, I thought it would be great fun. They couldn't pay much at all then, so I told Jesper that whatever style of art he got from me would be a style I'd wanted to experiment with and have fun with... and it was.

How many RAGE cards did you do for White Wolf and which ones are they?

Around a dozen, but at one point I actually didn't have any; that's the freaky nature of illustrating and art directing a project. At one point I gave my cards to an artist who really wanted to work on the project. Then different things started happening; cards changed or were added and Ed Beard completely bagged us a week after the art was due; so I wound up with lots of art to do.

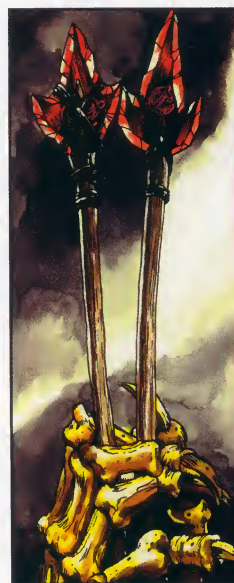
RAGE is a gorgeous game. What was it like creating the look of RAGE from scratch, and how did you decide to use things like UV coating, comic book artists, etc.?

Well, like most projects at White Wolf, the initial design – the overall look – is a team effort. The designers interested in the project sit down together, trade insults and eventually – in a process much like photosynthesis, come up with an overall design style. After the look and feel is decided upon, it's up to the Art Director – in the case of RAGE, the lovely Chris McDonough – had to come up with the specifics and really make the tough decisions.

I actually was worried about the UV coating, but boy they sure look hot! As for "comic book artists", first off, I don't like labeling an artist that way. Second – I have been a big believer that the same people who are comic book fans are also gamers and computer and video-gamers. Great art is great art regardless of "genre". You'll see "comic book" artists illustrating our fiction covers – the genres overlap.

How is illustrating for cards different - for better or worse - than for other formats?

After the first dozen, it



The W Richard





World Of Thomas



does become a little tough to find new ways to work in the same size and shape. I really enjoyed working on the different shaped art in RAGE – and I understand from a number of Magic artists, we worked with, that they felt the same way.

What sparked your interest in card illustration?

On an intellectual level, I've always been fascinated by the symbolism of cards – Tarot in particular. Otherwise, my whole interest in card games started as a favor to Jesper at WotC.

Do you have a preference in subject matter? Do you have favorites?

I like funky characters, whether animate or inanimate. Well, obviously, the "Stuffy Doll" is fun. I've been amazed at fan reaction to the little guy, and I'm also pleased with some of the more twisted stuff in RAGE, like the Formori.

Preferred media?

All the card art I've done has been in Dr. Martin's Watercolors and Dyes. After painting, I do the linework with fine-tip Sharpies.

What about all this fascist, anti-satanic submission to the conservative morals of the mindless corporate ubermachine?

I've fought against censorship, for my whole career, if that's what you mean. If a company has a moral ground it wishes to stand on, that's great – but if it is a question of censoring art in the name of a vocal minority, I can't understand or get behind that philosophy. I've yet to meet an actual satanist in this business, but I've met some people who think they can tell you what is good and right – and are inflamed if you don't agree.



Is working at White Wolf as insane as everyone seems to think it is?

Relative to what? Try to get me on the phone.

What one book or product this year are you happiest about?

Changeling is gonna be gorgeous and exciting, the RAGE supplements should be a ball and working with authors like Harlan Ellison on reprinting their out-of-print books is really, really fun. I love the idea of presenting their classic, brilliant works in ways that will excite a brand new audience. A lot of these writers have been ill-used by the giant New York publishers – but we actually care about our books.

Give us a list of your upcoming work in 1995.

RAGE, RAGE, RAGE, Shadowfist, Ice-Age, Changeling Cantrip Cards, The Umbra Supplement for RAGE and more stuff.

Trace the rise of Western civilization, from the fall of the Roman Empire to modern times. Be specific.

The Empire fell?

Who wrote the book of love?

I'd like to answer that question in mime.

How do you feel about an artists responsibility to his fans vs. commercial art?

There's no VS; it's all part of the same thing. You create and sometimes, quite suddenly, in the case of the Magic art fans, you get people who want to see what you're going to do next. If you only do what fans or employers want you to do, then you're not creating for you, and eventually they WILL get bored. Of course that's just my opinion; it is a fine line sometimes.



Highlight Tour – Part 1

SHADOWFIST

By Rob Heinsoo

What are your favorite action films? Terminator? Die Hard? Indiana Jones? Enter the Dragon? Jackie Chan?

Shadowfist is the action movie card game. No, Daedalus Entertainment isn't trying to simulate any of the movies mentioned above. Instead, we're scooping the chunky archetypes out of the action movie genre to brew our own rocket-paced world of cliffhanger conflicts.

In the world of Shadowfist, all good fortune and power flow to people who control the places in the world that best harness nature's hidden power, known as chi. The places with excellent chi flow are known as feng shui sites, after the ancient Chinese words for a philosophy and world view named after 'wind' and 'water,' the flowing elements in nature that best represent the motion of chi. Not all feng shui sites are natural features such as mountains and ancient groves—some are temples, family restaurants and occasionally even stretches of turf in desperate urban wastelands.



Yeah, this is an action movie, and not all of the warriors fighting across the time stream to control the world's feng shui sites have any appreciation for the fine points of Chinese geomancy that determines their fates.

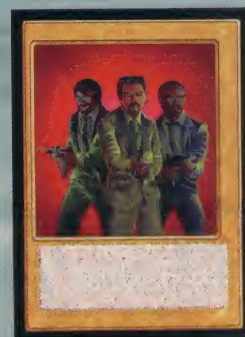
Given that the warriors include demons from ancient China, maverick cops, lethal cyborgs from a future world police state, snakes and dragons transformed into human shape, and kick-ass martial artists fighting for justice, freedom, and the pursuit of random impulses, there's no telling how the war will end. We're handing you the warriors, you'll have to wage the battles.

Instead of just telling you more about Shadowfist, we'll profile four cards from each of the five major factions in the secret war. Each of the factions has their own unique slant on reality and on the mechanics of the game. We'll intro-

duce one of the Very Common characters from each faction, characters that provide the resources (lower right hand corner of the card) to play tougher characters later in the game. Then we'll take a look at two cards that capture factions' unique powers and flavors. We'll finish the whirlwind tour by introducing one of the tough Rare characters who can only be played once the action has heated up. As you'll see, the Rare cards are extremely powerful—but if you fill your deck with too many Rare cards you'll probably end up discarding most of them as your opponent plays low-cost characters who don't have to wait around for their resource pool to fill up.

**Budddda budddda budd-
daaa BOOOOM!**
**"Feng shui, feng schmay,
I've got your feng
shui right here!!"**
budda budda buddda POW!

Art © 1995 Ron Rousselle



Sit back in your seat, find some popcorn, and enjoy the following highlights from Shadowfist, the action movie card game now appearing at a game store near you. . .

The Dragons

Average Joe



**"It's up to ordinary folks
like you and me to stop
these dirtbags, in the name
of truth, freedom, and ham-
burgers with the works."**

Art © 1995 Doug Shuler

In a world that's secretly run by transformed animals, a world that's threatened by anachronistic invasions from ancient China and futuristic invasions from a world police state, it's nice to know that there are guys like Average Joe who are willing to walk tall and carry a big wrench.

As cinematic heroes go, Average Joe is small potatoes. But as one of the Dragon's four resource providing characters, he can fit into any deck.

If you want a few Dragon characters in your deck to provide resources so that you can take advantage of the Dragons' numerous quick-reversal Event cards, Average Joe is an excellent choice. Unlike the other Dragon resource-providers, Average Joe has a special ability that portrays the Dragons' ability to get their teeth kicked in and come back for more—Toughness: 1 subtracts a point from any damage inflicted on him.

Most other resource providing characters that cost 3 Power have Fighting scores of 3. Average Joe only has a 2 Fighting score, so he's no match for a 3 Fighting character in a straight fight. But Toughness works extremely well against decks composed of large numbers of 1 and 2 Fighting characters. Average Joe can plow straight through a chain of intercepting characters with 1 Fighting score without taking a scratch.

The Final Brawl



Hamlet, Oedipus, Dirty Harry—the classic stories always end in blood.

Art © 1995 Richard Kane Ferguson

In the Dragons' case, stories also tend to start in blood – and wade hip-deep in blood through 'character development' scenes in the middle of the movie where our heroes discover that they all favor the same brand of automatic weapon. Dragons are the type of people who fight The Final Brawl before eating breakfast.

In game terms, Dragon characters with the Toughness and Guts abilities aren't as slowed down by 2 points of damage as characters from the other factions. Make sure you read the flavor text out loud each time you play The Final Brawl, by the third or fourth repetition your opponent will be hopping mad at having their characters whittled away by off-screen melees they're powerless to avoid.

Golden Comeback

"It'll take more than nine slugs in the chest to put me down when there are still creeps like you in the world!"

Art © 1995 NêNê Thomas

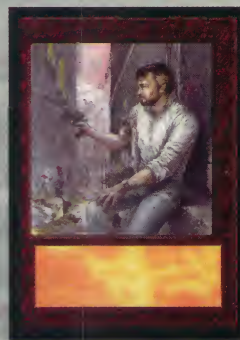


Shadowfist cards that leave play don't necessarily leave the game. Characters that go into the smoked pile are temporarily out of action, they can still provide resources to your resource pool and they often return to play. Characters that go into the toasted pile are gone, gone, gone, blasted beyond recognition, incapable of any form of comeback.

Which brings us to Golden Comeback, the best second chance card in the game. As a card that brings a character out of your smoked pile and straight into play, it's the highest illustration of the Dragons' cinematic trope: heroes never really die, they plunge over the cliff in a run-away train, brush themselves off, and come back for more punishment. Once you've been able to play a high-powered character like the Redeemed Assassin or Kar Fai, your opponent won't be able to rest easy even after they've been smoked—for 2 Power, Kar Fai can stage a Golden Comeback and jump out of the smoked pile into the fray.

As an Event card, Golden Comeback can even be played during your opponents' turns to throw an unexpected interceptor in front of a supposedly foolproof attack.

Jack Donovan



"There's been smarter, tougher punks than you that made the mistake of counting me out."

Art © 1995 Liz Danforth

Jack and his trusty Mauser put the Dragons' Guts ability to devastating use. Guts enables a character to inflict damage equal to their full Fighting score instead of subtracting damage they've taken themselves, so Jack can be trusted to inflict eight points of damage each time he is in combat.

Good ol' Jack also takes the Dragons' ability to come back strong to a ridiculous extreme. If he's in your smoked pile when one of your opponents succeeds in burning or seizing one of your feng shui sites, he leaps straight back into your hand.

Ironically, your opponents will sometimes prefer that Jack Donovan be waiting in your hand instead of sitting in the smoked pile waiting for a Golden Comeback to bring him into play, but that dips us into a realm of tactical maneuvering you'll have to investigate on your own.

The Eaters of the Lotus

Shadowy Horror

"I ain't found a bullet yet that will put a permanent hole in these things. I tried silver ones even, but that just put a hole in my bank account."

Art © 1995 Jesper Myrfors



This Regenerating demon looks good in most any deck, particularly in the opening stages of the game. He's a 3 Fighting character who automatically heals at the start of your next turn if your opponents don't manage to smoke him. Other Lotus resource-providing characters also provide Magic resources, but they don't have the raw nastiness of the Shadowy Horror.

Despite his effectiveness, Shadowy Horror is the smallest critter in the Lotus' stable of Regenerating demons. Compared to other Shadowfist characters, demons are meant to be nasty. Their Fighting scores and abilities tend to be higher than those of other characters who cost just as much to play. The price for the demons' nastiness is that most everyone else in the Shadowfist world hates demons. The Dragons have a number of cards that toast demons outright. As we'll see in the next section, the Architects of the Flesh have perfected techniques of controlling these evil beings for their own evil ends. For all their raw power, demons are vulnerable. That's the price the Lotus pays for taking the Low Road.

White Disciple



In China, white is the color of death.

Art © 1995 L.A. Williams

Not surprisingly, the Eaters of the Lotus have a twisted origin story. According to Shadowfist's version of history, the Emperor of China in the first century made a habit of castrating captured enemies and traitors. Unfortunately, cultural quirks dictated that the only males who could approach the Emperor shouldn't be males at all, but rather eunuchs. Since eunuchs were hard to come by, a great many of the Emperor's greatest enemies wound up as his closest servants.

Bad idea. In the Shadowfist continuity, a ruthless eunuch named Gao Zhang has taken advantage of his post to seize the reins of power. To mix metaphors, he's sailing the ship of state straight into the maw of hell, trafficking with demons like the Shadowy Horror we've just been introduced to.

The White Disciple is just one of the boys. . . No, scratch that. The White Disciple is just one of the eunuchs who attend to the minor details of fighting a cross-time war, like sacrificing their own life force to zap the enemies of the Lotus.

Very few Shadowfist characters can inflict damage directly onto other characters and sites. White Disciples are extremely cost-effective characters, decent fighters with a nasty ability that hurts their opponents more than it hurts them. And if you can find some way to give the White Disciple an ability like Toughness: 1, you've got a White Disciple who can damage the opposition turn after turn—or at least until someone blasts him into the smoked pile.

Inauspicious Reburial

"Find the remains of her ancestors and rebury them in Heroes' Massacre Gorge!"

Art © 1995 Ron Spencer

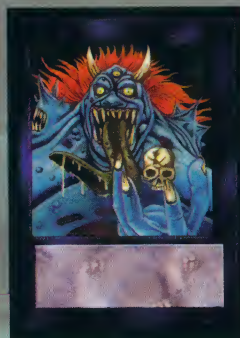


Yes, the smoked pile is an interesting game mechanic. You can never really assume a foe is dead dead dead until you've sent them to the toasted pile, particularly not those accursed Dragons.

By my reckoning, there are only five cards in the current card set that toast characters—two of those only work against demons (the aforementioned pitfalls on the Low Road from hell. . .) and one only works against Abominations.

The Lotus have the card that works against anyone. Better yet, it works against a lot of characters at the same time. And Inauspicious Reburial targets characters who can't fight back, characters who are already in the smoked pile. This card is especially nasty because it deprives your opponent of the characters who provide resources.

Mother of Corruption



"Over the hours, I saw hundreds of tiny demons crawl out of her flesh."

Art © 1995 Daniel Gelon

The Lotus has a number of gross demons we could have profiled, but the Mother of Corruption stands out as the character with the highest Fighting score in the game. You'll note the price of her strength—she's so ponderous that she's unable to stir herself to attack, and she's so cut off from healthy chi flow that she can't be healed by any means. Such is the glory of the Lotus!

Architects of the Flesh

Test Subjects

"The plan was to turn demons from the ancient past into supersoldiers. Didn't work too well at first."

Art © 1995 Quinton Hoover



You've met the demons from 69 AD—now find out what happens when power-mad evil scientists from the year 2056 AD travel back in time through the Netherworld to press-gang ancient demons and mold them into new shapes with horrific arcanowave science. The creatures born of this unholy experimentation are known as Abominations, and they're the shock troops of the world police state called the Buro which occupies one branch of the future.

As Abominations go, the Test Subjects aren't very abominable, but they do provide both an Architect and a Tech resource, so they may be worth putting into decks that would otherwise have nothing to do with the Architects.

As far as the Architects are concerned, the Test Subjects served their scientific purpose—now they're cannon fodder until the heavy hitters arrive.

Monster Hunter



They travel back to AD 69 to capture raw material for Architect experiments.

Art © 1995 Anson Maddocks

It's a dirty job, but someone has to do it. The Monster Hunters enter the Netherworld and find portals that

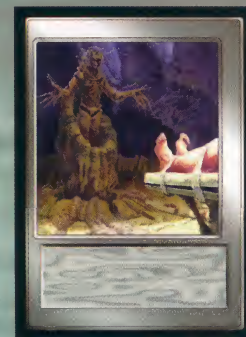
open to China in 69 AD, where they seize demons and spirits to gift-wrap for the lab workers in the year 2056.

In game terms, the Monster Hunter's special ability isn't much good against Dragons, the Hand, or the Ascended, but they can strip the Lotus bare. If you put Monster Hunters in your deck and end up playing an opponent who doesn't play with anything the Monster Hunters can control, you can take some comfort in the fact that their Fighting score is comparable to other 3 cost characters.

Vivisector

"We built them using arcanowave tech; now they're better at it than we are."

Art © 1995 Anthony Waters



Not all Abominations are expendable warriors. The Vivisectors' increased intelligence and natural talent for arcanowave science took their creators by surprise. Now the Vivisectors play a key role in processing the raw material brought in by the Monster Hunters.

I call the Vivisector/Monster Hunter combination "Architect Classic." Control your opponent's nasty demon with Monster Hunter, use the demon to wreak a bit of havoc, then turn the Vivisector to sacrifice the demon and earn Power to play a character of your own. . . say, an Abomination?

Desdemona Deathangel

Say, Desdemona Deathangel? A Fighting score of 5 for a Power cost of 5 is rather low, but Desdemona's Ambush special ability more than makes up for her seemingly low strength. The Architects are the only major faction with characters who possess the Ambush ability, and Desdemona is the Queen of the Ambuscade.

Most characters in combat inflict their damage simultaneously with their opponent. Desdemona Deathangel and other characters with the Ambush ability inflict their damage first when they are attacking. The consequence is that Desdemona can cut straight through a chain of intercepting characters whose Fighting scores are 4 or less.

Ambush does not work on defense, so it's best not to play characters like Desdemona before you are ready to use them in a devastating attack. Particularly in a multi-player game, you can bet that your opponents will do everything in their power to make sure that Desdemona doesn't get to attack two turns in a row.

(Article concludes next issue...)

A Redemption

The Start of a Game Company

by Rob Anderson

...The time: July 1993....

The telephone rings at the offices of Cactus Game Designs.

DARWIN: "Hi Rob. It's Darwin Bromley."

ROB: "Hi Darwin."

DARWIN: "You're looking for new games?"

ROB: "Always!"

DARWIN: "Well, there is a new game coming out called, Magic: The Gathering. It's a collectible card game (CCG) and I think it is going to be very hot. If things go the way I think they are going to, a whole new game category may be created. Call your local hobby shop and have them hold a couple of Starter decks and some Booster packs for you. When you get the game, play it a few times and then let's talk about it."

ROB: "Right. By the way, what

when the game arrived. By early August I had my Starter decks and Boosters and started to skim through the rulebook (not the rulebook with the dragon on the cover; this cover resembled Dickens' "Ghost of Christmas Yet to Come"). I read the rules and thought that I had enough of an understanding to start playing. I explained the game to my wife, since she likes reading rules about as much as she likes watching grass grow. It took almost two hours to play our first game because we had to keep referring back to the rulebook, looking for answers, however, we played more games over the next few days. The game algorithm in Magic is wonderful, although the topic is not appealing to me.

By mid-August, I was analyzing what makes Magic or any collectible trading card game work and I began looking for ways to translate the game idiom into other topics. The game is remarkable in several respects: It was the first successful game to be presented in a collectible format, with players assembling the playing deck entirely from diverse products, including "Starter packs" and "Booster packs" from both the basic and expansion sets. In addition, the game is unique in that players draw from asymmetric decks, individually "stacked" by the players and composed of radically different card types and values. Each player has their own deck, rather than sharing a single pile, as is customary in most card games.

I considered developing a martial arts game but convinced myself that the market was too small. Then, I considered developing a military combat game but I was unable to get myself excited about such a game. I developed a few games and submitted them to other publishers for licensing. In addition, Darwin Bromley came to me with a few of his ideas that he didn't have time to pursue on his own, so we worked together on several projects.

By July 1994, other games were close to release. The industry was anxiously awaiting the arrival of Spellfire from TSR and Star Trek from Decipher. After 12 months of working on CCG systems, along with other toy and game projects, I had three CCG proposals under evaluation at various game publishers, but no contract and no new revenue streams. So, as a frustrated game designer, I decided to take my family to Florida for a vacation because our families live down there and the kids could spend time with their grandparents. I went surfing, fishing, eating, and visited two or three game stores in the Daytona Beach/New Smyrna Beach area.

The vacation was the answer because, as I was grinding out



the miles on I-95 between Orlando and Chesapeake, I was reflecting on my Mother's negative response when I had

shown her Magic a few days earlier. I was also thinking about all of the CCG's that were going to be released into the Adventure Game market in the coming months. I asked myself two questions. 1) What kind of game would get my Mother's seal of approval? and 2) What market could I go into with a CCG where games like Magic and Spellfire would have no chance of competing with me. I then realized that the best possible game for me to design



exactly is a Starter deck and a Booster pack?"

So, I called my local hobby store (Campaign Headquarters in Norfolk, VA). Mrs. Rice took my name and promised to call me





would be a game, based on the Bible, for the Christian market.

When I got back to my office, I started cutting and pasting clip-art from my Corel Draw library; printed out my card faces on Avery labels, via my HP 560C, stuck them onto my blank Cosmic Encounter cards and then the playtesting began. The first version utilized dice to determine battle outcomes. I didn't like the use of dice in the game because it limits the development of good strategies and interest in deck building. Therefore, I decided to drop the dice and focus on card modifiers.

By September, I had the game far enough along in development that I was ready to begin showing it to game publishers. Who do I show it to? None of my usual customers know how to market games outside of the "Big Six" (Toys R Us, Wal Mart, K-Mart, Kay Bee, Target, and Service Merchandise). I made lists of game companies that specialize in products for the Christian market, and companies who know CCG's. Unfortunately, there wasn't a company that made it on to both lists. I liked Company A because they understood the special issues of marketing to the Christian market. My concern was that they wouldn't know what to do with a collectible trading card game. I

went to Company B first because they seemed to be on the ball with some other collectible card game products. However, I wondered if they could adequately deal with the Christian market. They were interested, but decided to pass; citing their current card game project as already being more for them to handle than they anticipated. Next, I went to Company A.

They were very excited and flew me around to several meetings, but I was concerned because they didn't seem to understand the things that drive collectible card games and they didn't know anyone in the Adventure Game market. By December, one game company had declined, saying they were already too busy with other card games, but the second company placed an offer on the table. At the same time, my associates and I started asking the question - what if we published the game ourselves? So, just for giggles and grins, I did some research and wrote a business plan to see if we could effectively bring the game to market. Our conclusion was that we could market it. We declined the offer from the other game company and began moving forward.

Then came raising capital, hiring an art director, contracting out the illustrations, hiring a printer, assigning all of the in-house tasks, and simply doing the work. January was spent raising capital for the project. Fortunately, by the end of the month we had funded the project and were turning away investors. February and March were consumed by playtests, design revision and riding herd on the freelance illustrators. April brought more of the same, plus we started our advertising and public relations campaign.

Did I mention legal? Obviously we had to protect all of our trademarks and copyrights on the game.

Along the way we continued to get encouraging responses from both the Christian market and the Adventure Game market. We previewed the game at the Christian Book Publishers Convention in Nashville, in January, and received a strong response. Following the show, all of the major Christian distributors signed up. The GAMA Convention in New Orleans was very successful and soon the orders started arriving. But the best thing about the GAMA Convention was that we were able to play the game with a wide selection of gamers and the response was tremendous.

The objective in **REDEMPTION™** is to use Heroes to rescue Lost Souls that are being held prisoner by Evil Characters. Here is an example of play: On my turn, I announce that I am making a rescue attempt against the forces of my opponent and place Esther, a 6/6 member of the Purple Brigade, onto the Field of Battle. My opponent announces that she will try to block the rescue attempt using Goliath, a 10/10 member of the Black Brigade, placing Goliath onto the Field of Battle. Normally, I would only be able to use one Hero per rescue attempt, however, I play Ezekiel's Stick which permits me to add a second Hero to the Battle and I add Cornelius, a 6/6 member of the Green Brigade, increasing my combined forces to level 12/12. My opponent plays Hate, an enhancement card that strengthens Goliath 2/2, for a total rating of 12/12. At this point, we are tied and if neither player altered the battle any further, both forces on the Field of Battle would be destroyed; but, I play Aaron's Rod which

requires the discard of all evil enhancement cards in play. My opponent discards Hate and Goliath is reduced to 10/10. Goliath is defeated and must be discarded. Esther and Cornelius return to my territory on the playing surface and Ezekiel's Stick and Aaron's Rod are discarded. I then take one of the Lost Souls that my opponent is holding prisoner and place that character in my Land of the Redemption.

The game play in **REDEMPTION™** is less complicated than playing a game like Magic, making it approachable to a broader and younger audience. Yet, there are also a number of subtle strategy elements in the game that make it entertaining for the more advanced player.

We will be supporting **REDEMPTION™** with expansion sets, tournaments, special events and on the Internet. Players are encouraged to write to us with comments and questions. Also, everyone is welcome to talk with us at game conventions. We will be at Origins, GenCon, the Essen Game Convention, and various other conventions and events.

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"Hostiles on Surveillance Display 26, sir!" Dethron Zedd, Commander of the Grey Wolves Mercenary Corps, plugged in the cyberlink and willed up the proper HUD on the command display. No doubt it was the Deathdog Company. They had vowed revenge after the Degron fracas. His sources had confirmed that the 'Dogs were up to something.

"Deathdog squad has landed at the spaceport on Grandle Hospis, sir!" What were they up to? There were no outstanding missions available on Hospis. They might have a secret contract. Zedd hated secret assignments, unless they were his own.

"Hostiles en route to planetary HQ, sir!" The pissants! They weren't on a paying mission. They were just

causing trouble. No effort at subtlety; just wasn't 'Dogs style. Well, this wasn't the time or place for a fight. Zedd had bigger fish to fry with this new mission coming up. He could always reestablish the HQ in a different city.

"Deep recon confirms the Hostiles as Battlelord Bloody Pool and several PUDs, sir!" Drek! Bloody Pool was a different story. Zedd had several deaths to settle with that Tza. This was one fight he was not going to walk away from. The orders flowed easily.

"Dispatch Dakarious and two PUDs. Requisition the chaingun and Kodiak armor. Activate Code Red, I repeat, Code Red!"

Hopefully, Code Red wasn't necessary. It would be a shame to lose a capable warrior like Dakarious. Should push come to shove, however, Bloody Pool was in for a rude surprise. Dakarious' suicide bomb would wipe the smug grin off that monster . . .

Battlelords the Collectible Card Game takes place in the late 23rd Century. Thousands of worlds, in almost a score of galaxies, have been explored, contacted or colonized. The hundreds of alien races rarely coexist peacefully, but conflicts are localized. Science and technology advance by leaps and bounds, business is booming and the frontiers of known space are ever expanding. Hanging over, and some say instigating, this frenetic pace is a dark, brooding presence -- the Arachnid menace.

The First Arachnid Invasion caught the galaxies unaware. Many lives were lost and hundreds of worlds were overrun.

Faced with the seemingly unstoppable Arachnid horde, the star-faring races gathered on planet Earth. Lead by the Mutzachans and the Gen Humans, the Galactic Alliance was created. Through shared military resources and intelligence, the Twelve Races of the Forge redoubled their war effort. A daring plan was prepared to shatter the core Arachnid force. Thirteen warships were lost with all hands and countless fighter squadrons were decimated, but the plan worked. The Arachnids were stopped. The telling blow was delivered by the Wolverine Squadron in the now famous Flight of the Valkyries. The Arachnids seemed to lose their will for battle after that and were soon pushed to the fringes of known space.

Over the next several decades, the Alliance established itself as the dominant political and governing force in the galaxies. The Twelve Races of the Forge are:

Chatilians -- ancient and powerful Empaths. These green-skinned egoists are intensely private and want little to do with universal affairs.

Cizeracks -- graceful and dangerous felines. Cizeracks are fast, stealthy and strong. They are the Alliance's best first strike-troops.

Eridani -- disciplined, honorable warriors. The Swordsaints live for combat, as close and personal as possible.

Gen Humans -- genetically enhanced Humans. Gen Humans fill the majority of

BATTLE

COLLECTIBLE TRADING CARDS

FIRST IN



the high level Alliance positions. Dedicated but unsure of their place in the universe, Gen Humans are an uneasy mix of capability and insecurity. But boy do they look good. **Humans** -- numerous and dedicated grunts. Humans make up the majority of the hard-working, solid citizens of the Alliance. Without them, nothing would get accomplished. **Mazians** -- shapechanging amoebas. Generally peaceful and inquisitive, Mazians like

nothing better than a communal oozing. **Mutzachans** -- ancient and powerful Energy Controllers. These frail beings are highly intelligent and advanced. They wield a gentle but firm hand in controlling most of known space.

Orion Rogues -- party animals. Although they look somewhat like Humans, Orions live for play, not work.

They love to intrigue, socialize, debauch and run around in kilts.

Phentari -- violent, tentacled monsters. The squids will do anything to win a battle. Unfortunately, they consider everyone their enemy.

Python Lizards -- large, dumb amphibian. Python Lizards are aquatic. They form the backbone of the Alliance ground forces.

Ram Pythons -- larger, dumber lizards. Rams are land-based. They are just dumb and crazy enough to make perfect commandos.

Zen Rigeln -- the gentle, healing peacemakers. The Zen hold life sacred over all else. Those that cannot live up to their strict, regimented ways are branded Tza Zen and banished from Zen society.

The galaxy-spawning Alliance government proved only slightly more prepared for the Second Arachnid Invasion. The Alliance fought bravely and grievous casualties were suffered on both sides. Horribly, the Arachnids proved to be as intelligent as they were vicious. The horde had learned from its first incursion. Its tactics were more flexible; its technology more advanced. The Arachnids pushed ever onward, and the future of free space looked bleak. Suddenly, for no known reason, the hordes halted and then began an orderly withdrawal. As quickly as they had come, the Arachnids vanished from known space.

It has been a little over twenty years since the Arachnids last terrorized space. On the frontier of the Fornax Galaxy, where Battlelords the Collectible Card Game takes place, the brooding Arachnid presence is nearby and palpable. Here, credits are spent before they are earned, anything may be had

for a price, and life is fast, furious and cheap. It's the perfect place and time for an ambitious Mercenary Commander to make . . . and lose a reputation. For on the frontier, we are all living on borrowed time.

THE GAME

Each player takes on the role of the Commander of a Mercenary Corps. The Commander's objective is to make a name for the company and establish a feared reputation. This is done primarily by completing missions. Of course, there's no harm done by beating on your fellow Commanders.

The game is played with two decks of cards: a Fame deck and a Fortune deck. The Fame deck is made up of opportunities for advancement. A wise Commander knows when to use available opportunities and when to hoard them for future activities. The Fortune deck is made up of assets. The able Commander allocates resources to purchase necessary assets and deploys those assets to get the greatest bang for the buck.

Each Commander starts with a store of Fame Points -- contacts and influence built up over the Commander's "active duty" days. With these Fame Points, the Commander establishes a mercenary presence on several planets by



activating Hotspot Fame cards. The credits derived from active Hotspots can be used in a number of ways. The Commander can buy the following asset Fortune cards:

Battlelords -- the movers and shakers, the squad leaders. Each Battlelord is a capable fighter and has a special power. Battlelords may carry equipment and complete missions.

PUDs (Personnel Under Development) -- the Battlelord wanna-bes. These competent troops support the Battlelords and are useful bullet-catchers.

Operations -- the specialized business ventures. Each Operation enhances the revenue derived from Hotspots and/or bestows a special ability on a Commander.

Equipment -- weapons, armor, medical and others. From Pulse Cannons to Mechanized Battle Armor to Auto Docs, equipment increases your Battlelord's capabilities and deadliness.

Matrices -- mystical powers. Some Battlelords have mystic skills which allow them to "generate" powerful "matrices". The specialized knowledge necessary to generate certain effects can be purchased and shared. Once his troops are equipped and

organized into squads, a Commander may send them on missions. Certain missions are represented by Mission Fame cards. These missions require particular skills and when completed provide additional Fame Points. Completed Mission Cards also improve the Battlelords abilities. As your Battlelords complete more missions, they become more powerful. Other missions involve simply pounding on other Commanders. These mission may be completed at any time and do not require a card. Since when have you needed a reason to stomp your neighbor!

The Fame deck also includes Battle Cards. These tactics are used in skirmish combat between squads. Hidden when combat begins, Battle cards add an element of randomness which leaves even the most powerful Battlelord and squad vulnerable.

Finally, Wild Event Cards represent the vagaries of life and death on the frontier. These range from alien invasions to equipment malfunctions to genetic viruses to personnel defections. Played at any time, these cards can win the game, shift the balance of power or do more harm than good.

THE PRODUCT

Battlelords the Collectible Card Game takes its background material from the underground hit Battlelords of the 23rd Century RPG produced by Optimus Designs Systems.

The initial limited edition, available in August, consists of the Commander's Starter Decks and Reinforcement Booster Packs. This set features over 330 common, uncommon and rare cards. The Commander's Starter Deck includes 60 cards and a rulebook, retailing for \$7.95 US. The Reinforcement Boosters hold 15 cards, retailing for \$2.50

US. The Unlimited Edition and the first expansion, Genesis, are slated for release in the Fall. The Spring of '96 will see Armadas, a stand-alone game fully compatible with the Battlelords game. Armadas introduces larger forces and space combat.

Contributing artists include Anson Maddocks, Quinton Hoover, Doug Shuler, Dave Johnson, NeNe Tina Thomas, L.A. Williams, William O'Conner, John Nadeau, Phil and Kaja Foglio, Mark Poole, Susan Van Camp, Douglas Chaffee, Mike Osadciw, Rob Taylor, Jeff Reitz, Randy Asplund-Faith, Heather Hudson, and other talents. Battlelords the Collectible Card Game should appear in gaming stores this August.

"Bloody Pool has been neutralized with extreme prejudice. Cakarius reported in stable condition, sir!"

Commander Zedd was pleased, very pleased. His enemy had been defeated, his assets were intact and he had finally nailed down that last mission. Seems one of his Battlelords, a former rogue by the name of Cole Creeg, was in tight with several Alliance bigwigs. One of them had lost track of her daughter. The vixen had up and eloped with an Orion Rogue of dubious character.

The runaway had not bothered to hide her trail. A few quick coms had revealed her presence on the Hellhole Myntal-5. It was a simple matter of dispatching Creeg and several PUDs to collect her.

"We have a situation in Sector 3, Commander!"

Zedd did not like the tone in his adjunct's voice. He had never known the Cizerack to show fear before. Zedd willed his Command Display to focus on the area. An Arachnid Dreadnought filled the holomage.

"Holy Paradec! Not now, not when I'm so close..."



HERESY

An Introduction to Heresy by Co-Designer Christian Moore

This article is meant to serve a twofold purpose: first, to address many of the *What is it? How does it play?* questions we have received since announcing the release of Heresy. It should give people a sense of the richness of the Heresy world. So, read on and enjoy. Welcome to the world of Heresy!

BACKGROUND INTRODUCTION

Although often solely blamed for the deterioration of world society, the Ruin of 2613 was but the final nail in a cross erected centuries earlier. Many point to the privatization and subsequent "fire sale" of the United States government as the beginning of the end; others refer to the proliferation of corporate terrorism in the late twenty-second century. The Gaians have cried rape since the Industrial Revolution, and the New Waldensians are quick to name technology itself, and the global computer Matrix in particular, as the culprit. Physical and moral divisiveness was the order of the day prior to the Ruin; the moment of the Ruin itself graced us with a spiritual discord so profound that many of the world's eldest religions are now casualties in its wake...

The world of 2613 presents a bleak synergy of rampant technology and twisted ecology. Continued global warming has forced cities to build ever upward, while at the same time an ongoing struggle rages in the lower reaches to hold the environment at bay. Indeed, the very face of the globe has changed.

The New York Metroplex has been largely reclaimed by the Atlantic, and survives as a demented reflection of pre-Ruin Venice. Its original streets resting several meters below the water's surface, the city has become a riot of interlinking platforms and many-tiered concrete expanses. All are connected by an unintelligible network of spidery bridges and precipitous ramps.

The Vegas Expanse now sits on the western shore of the continent, overlooking both the Pacific Ocean and the Seafloor Metroplex of Los Angeles. Resting on the archipelago known as The Rim ("Arcology Row" in the slang of the times) are the Silicon



Arcologies, the major corporate zaibatus and combines of the post-Ruin world. These islands of metal represent the single largest concentration of political and economic power in the hemisphere.

Foreign geopolitics have changed as well. The Benelux Exchange, and especially the Amsterdam Core (nicknamed "The Damnation"), continues to attract the decidedly open-minded. The Vatican Arcology has relinquished much of its former moral high ground, and has instead begun to concentrate on the development of new and bet-



ter biosoft applications. The Zurich Metabank still caters to the underbelly of the nouveau riche (and also serves as a flagrant sponsor of the "Greening of America" Foundation), and the Bordeaux-Barcelona Perimeter remains the haven of the new order's literati.

The benchmarks of cultural and moral acceptance continue to evolve at a frightening rate. The Jury Duty vans, wonderful innovations supported by the Due Process Project and each carrying Twelve Good Men in Black, prowl the cityscapes meting out justice "swift and sure". Club Constitution, a subsidy of the Greening of America Foundation



(a reference to dollars, not trees...), has opened its doors in Federal Core. The Club is housed in the former National Archives of the now-defunct USA, and many of that institution's original attractions remain. The U.S. Constitution, for example, rests inside a glass table in the posh Champagne Lounge. It is also rumored that a declared Pax Sanctum exists within the Club; judging by the larger-than-normal crowd of the Fallen that can usually be found there, this seems likely.

Great polarized UV Domes (commonly referred to as "Eyes"), installed as protection against heightened radiation levels, dot the landscape. Most are only partially completed, casualties of political

graft and fiscal armageddon.

Anubis, the drug of choice for the "new generation", has begun to infiltrate even the most far-flung population centers. Hailed as the "New Emotive for a New Generation", it has ushered in a fresh age of hedonism, with junkies of all ages and backgrounds clamoring to score their next "stim".

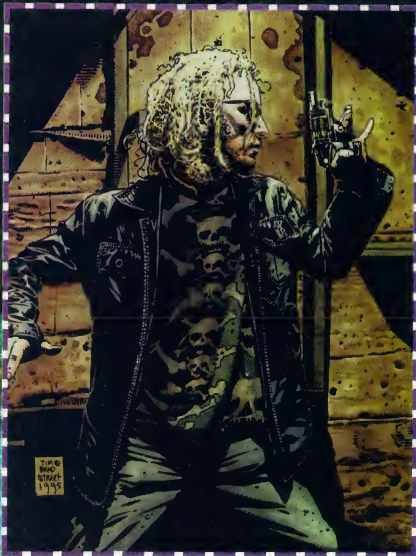
Finally, a curiosity known as The Replication has been reported (and suspected) in many areas of the world. This phenomenon, which was first reported after the Ruin and is directly related to the mysterious Reality Drains that have appeared in various corners of the decaying Matrix, is causing some extremely esoteric legal problems. For example, it is widely rumored that Arthur Glaston, the high-profile CEO of the Excalibur Corporation, is actually Arthur Pendragon reborn (or rather, given a life his mythical self never had...). The eventual ramifications of such occurrences are a constant topic of speculation among the powerful, and several of the largest zaibatus and advertising conglomerates are already moving swiftly to capitalize on these strange incarnations.

The events and repercussions surrounding the Ruin itself have thrown many of the world's most cherished belief systems into utter chaos, and a wholesale philosophical restructuring process is currently in full swing. Many faiths that would have been considered heretical before the Ruin are now openly embraced by entire nations. Belief itself has entered a state of dynamic flux, and new discoveries and esoterica continue to tip the balance daily.

THE ARCHITECT OF THE RUIN

Apostate. Heretic. Messiah.

These are but a few of the countless monikers attached to the quasi-mythical personage of Dimeon Wu, Cardinal-Scientist of the Vatican Arcology and undisputed architect of the Ruin. Comparisons are often drawn between Wu and the early Gnostic heretics of Earth's pre-Roman and medieval periods. Such parallels are not inappropriate, and Wu himself encouraged comparisons that likened him to a modern day Joachim of Flora (it was later



discovered that Wu had engineered a Construct of Joachim in the Rome Expanse, the Vatican's little corner of the Net in which Dr. Wu enjoyed a Tier 7 clearance, presumably as an ideological companion; although evidence of the Construct was found, the Construct itself was missing and is thought to have undergone The Replication).

As a result of his interests and researches, Wu eventually found and contacted a number of groups spearheading a kind of New Gnosticism. Although many of his contacts - the Theurgicum and the Followers of the New Kingdom among them - were forbidden according to Vatican decree, Wu's associations and the ideas fostered by those associations had already become something of an obsession for him. Much of this early research served as critical groundwork for his crowning achievement - the now infamous Project Demiurge.

As the scientist's knowledge progressed deeper into several of the mystical disciplines, he began to explore the shadow regions just beyond the Shroud, the spiritual boundary between the mundane

world and the mirror realms of the Dream. With the assistance of a student, he also began extensive travels into the deepest reaches of the Matrix; several of his theories suggested a possible connection between the two realms, and his travels were meant to lay the preliminary groundwork for a series of remarkable experiments.

It was on one of these early journeys into the Matrix that Wu first encountered the being called Raziél. Exactly who or what this being actually was remains a matter of some conjecture; many claim it was one of the True Fallen consciously leading Wu down his path of eventual destruction.

Others say it was the Black

Angel, although his motivation in this, as in all things, is a carefully guarded mystery. Of course, Wu thought it was truly Raziél the angel (a number of post-Ruin investigations have since proved this to be false), and subsequently began to treat the being as a valued and trusted colleague.

Long suspecting the mystic and reflective connection between the Matrix and the Dream, Wu reasoned that if he could join certain esoteric aspects of the two, he could find a usable path or link through both realms to the Other Side, perhaps even to the Emyrean itself. His theory involved an overlapping of consciousness, a merging of his Dream-being and his Netbeing into something larger. If successful, he would create a new plateau of understanding within the accepted landscape of reality.

At least, that was how it was supposed to go...

THE RUIN

Perceptions of Project Demiurge are as varied as discourses on the Ruin itself. While all agree that sweeping fundamental change has encroached upon static reality, the nature of this change remains a matter of heated dispute. Terms for the Ruin are as abundant as those for Wu himself - Apocalypse, Redemption, Abandonment, Return. All are subjective truths, relevant within their own minuscule slices of reality; however, the larger objective lessons of the Ruin are only now beginning to surface, and their echoes will certainly resound throughout the cosmos for eons to come.

All first-hand accounts of the Demiurge experiment are taken from Wu's personal encoded journals. These documents were found seven years

after the Ruin in a secret memory cache on the periphery of Michaelangelo, one of the Vatican's little-used information arrays. It is from these accounts, and thus by extension from the Cardinal-Scientist directly, that the world eventually learned of Wu's final moments.

His recordings indicate that he indeed entered the Matrix on the eve of the Ruin, traveling to a dark area in the little-used reaches that had been revealed to him by Raziél. Wu knew this place as the Southern Gate, and once there he ritually presented himself as a divine supplicant and made contact with Raziél. The "angel" accompanied the scientist deeper into the Net until they finally arrived at the appointed staging ground for the experiment - an empty stretch of unknown virtual space.

Once there, preparations began immediately; with Raziél's aid, Wu induced a heightened level of REM activity in himself, leading to the establishment of a deep, but semi-conscious, dream-state. Using techniques learned from his more esoteric associations, the scientist began slowly to penetrate the outer layers of his own unconscious mind (or so the recordings claim...).

After an initial exploration and orientation period, his journals indicate that he indeed approached and passed through the Shroud. He was in the process of moving even deeper into the sleep-realm when he felt a sort of "tug" from his Matrix-self; as he turned to address the new sensation, he felt what he immediately referred to as a Touch, this time from a secondary presence behind him. And at that moment Reality in a conventional sense ceased to be...

No one except Dimeon Wu knows exactly what happened at the moment of the Ruin. Opinions range from damnation to rebirth, just as appraisals of Dr. Wu run from apostate to messiah (and in fact, in several fledgling post-Ruin religions he is, literally, one or the other; after all, no one knows for certain what became of the scientist). Most knowledgeable individuals, of which there are few, assume that the being who called itself Raziél had a direct hand in the destruction. Most also believe that some type of spiritual polarization occurred, akin to a rebound charge, which had the virtual effect of two similar magnetic poles being forced to overlap. The result was an explosion of devastating negative force, changing the landscape of spiritual,

virtual and mundane Reality forever; this, no one disputes.

Both spiritual and physical evolution are taking place at a frightening rate in the new world. The Matrix (now referred to by a plethora of slang, with Decay, Darkness and Cacophony being the most common terms heard) itself has been horribly damaged and has entered a state of seemingly irreversible decay.

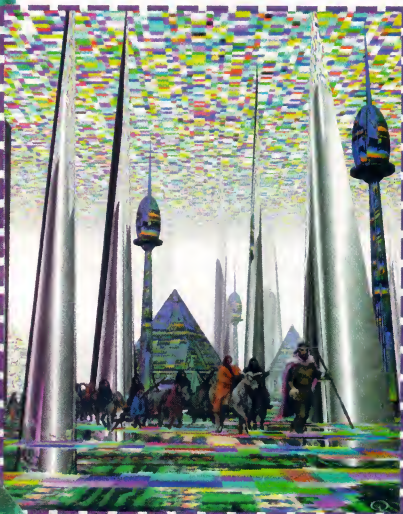
Reality Drains, bridges between the virtual and the mundane, have begun to appear in various places within the Net. Data storms rage through the new virtual wilderness, and pockets of toxic data pose hazards for even the most experienced hacker. Facets - small regions of deteriorating virtual space which simulate entire alternate realities - are also becoming increasingly com-



mon. While some experimental Facets were engineered prior to the Ruin, they now seem to have taken on lives of their own.

Finally, there seem to be links appearing between the shattered Matrix and the Shroud, although the latter has not yet been completely breached. Many blame this new digital fascination with the spiritual on renegade intelligences within the Matrix; the Ruin altered many things, and rogue AI's are a distinct possibility. Others whisper that these occurrences are simply the cries of an awakened digital realm experiencing its death agony.

Although the Matrix felt the destruction more deeply, the Ruin did not spare the shadow realms of the Dream. The Aware (those humans who enjoy a fundamental understanding of the Dream) were immediately able to sense the change, normally describing it as "an addition of presence". They also began to notice slight tears and inconsistencies, both in the spiritual





tion, all activity in the One City ceased in a blinding flash. Those among the Fallen who experienced this recount that their next sensation was, literally, one of falling.

Those who now call themselves the Forlorn awakened in the Wilds (their name for the mundane world) and immediately felt a disturbing lack of presence - the chief among them, Metatron, was not present. This being was often equated with the Light itself, and also served as an integral facet of the Word. His absence did not bode well for their new situation, and rampant speculation began immediately.

material of the Shroud itself and beyond, in the landscape of the Dream. Where possible, these individuals began actively seeking such rips and repairing them; after all, the Matrix was already lost and they were determined not to allow the Shroud to suffer a kindred fate. Many lost either life or sanity during these efforts, but their actions have thus far been successful.

Reports from these travelers tell of numerous odd sightings throughout the dreamscape.

Many of the denizens beyond the Shroud have also been changed.

THE METATRON ENIGMA

No consequence of the Ruin has changed the face of the world more than the newly felt influence and presence of the Fallen. Although their existence in many quarters is certainly no secret, most unenlightened mortals still do not realize that the Fallen walk among them. For both angels and demons alike, the hinge concept of the Ruin is something they call the Metatron Enigma (the angels say this with reverence, the demons with glee).

The Metatron Enigma is the source of most immortal conjecture surrounding the circumstances of the Ruin. At the moment of destruc-

tion, all activity in the One City ceased in a blinding flash. Those among the Fallen who experienced this recount that their next sensation was, literally, one of falling.

Others became new Ethnarchs, claiming vast territories as their own. Some attempted to restore and hold the sacred Traditions on earth, maintaining that the Hierarchies must remain strong and unified if any were to survive. Some entered leagues of mutual assistance with their demonic brethren, thinking the experiences of the latter could only benefit them in the new world (after all, who better to learn from than those who have already

embraced experience for millennia). And finally, some retreated to the farthest corners of the earth or the Dream in a desperate attempt to disavow that which they could not accept (these are called "Hermits" by the Fallen). The sundering was complete.

As the Forlorn awakened in the Wilds, the True Fallen, the demons, watched as the seals between the Pandemonium and earth weakened even further. Many among them had been preparing their return for eons, nudging humanity along desired paths but rarely becoming directly involved in the affairs of men. They had long roamed the growing expanse of the Matrix, using it as one of their principal vehicles of influence because it had been easier to enter than the Wilds. However, they were prevented from passing beyond the Shroud (which they call the Mirror, since they can only perceive their own reflections in its surface), and could not enter the Dream at all.

All this has changed. Now, with the seals melting away and nearly gone, they may travel freely where once they were forbidden. Not organized in the strictest sense of the word, their society has definitely assumed a degree of ordered purpose during its long and difficult evolution in Pandemonium. They spill wholly into the Wilds, for those gates have long since disappeared, and assiduously work at breaching the Shroud. As yet causing only small rips and tears in the spirit, they can feel the barriers weakening. They know persistence will eventually be rewarded with a breach. They can see the Mirror growing hazy.

AFTERMATH:

A NEW WORLD ORDER

The Ruin has become the impetus for more than the obvious philosophical revolution; a cultural revolution is taking place as well. New attitudes toward computers and information systems are sweeping through the global community. Many distrust their hardware, often with good reason. This includes both external systems and internal enhancements. As a result, paper is enjoying something of a renaissance and antique books have become the rage.

Accompanying this new aversion to technology is an anachronistic Victorianism among the wealthy and the powerful. Sleek, crepe frock coats and a fondness for anything handcrafted are the order of the day,

and many individuals have even begun hiring human servants once again. Who can tell where such quirks of interest will eventually lead?

A heightened awareness of the spiritual is another consequence of the Ruin, and more mortals are becoming enlightened every day. Accompanying this new awareness are numerous young belief systems, most of which have grown up over the past few decades in an attempt to explain and comprehend the tremendous changes in reality and perception caused by the Ruin. It is fast becoming a time of new philosophies, new ways of thinking, and fresh methods for approaching ancient truths and problems.

Most of all, the stance and positions of the Fallen should be viewed



in this new light. A dramatic role reversal seems to be occurring, with many of the True Fallen aiding humankind and many of the Forlorn hiding from them. After all, the demons have been common visitors in the Matrix since its inception, and they have embraced experience and Free Will since their conscious (they always stress the "choice" in this...) fall from grace millennia ago.

The newly Fallen are not happy in the least with their new found station in the universe. Only yesterday, reveling in the presence of the Light, many now dwell in the dark alleyways and lower tiers of the Sprawl. Most cannot handle the strain imposed by Free Will and are caught between succumbing completely to desire and attempting to eschew both emotion and experience forever. Few have yet had the strength of will to simply accept; and then accepting, to lead their fellows out into the Forsaken Earth.



STAR QUEST

THE REGENCY WARS

Star Quest: The Regency Wars is a tale of warring factions, struggling to gain control over a galaxy nearly decimated by a deadly viral disaster. Fast, strategic, political and tactical, the game focuses on five races and their efforts to conquer and rule one another's Regencies. Each of these Regencies of the five known races - Saurians, Cyborgs, Vor' Pa, savage Gorgon Horde and human Imperium - seeks dominion over the others, using a wealth of resources to outwit its enemies and reign supreme. But cross-colonization, which has run rampant since the destruction of the Imperium, makes it difficult to distinguish between ally and foe and further complicates the outer-space battlefields.

DESIGNER NOTES

STAR QUEST: THE REGENCY WARS

Comic Images and White Buffalo Games have joined forces to introduce their first-ever collectible trading card game, Star

Quest: The Regency Wars. The game's design is the brainchild of technical writer/artist team Glenn Alpaugh and John R. Doughty, Jr., who formed White Buffalo Games in 1994. The two are California aerospace workers who developed a fondness for playing collectible card games during their lunch hour. However, as Alpaugh explains, "We saw a real need for a science fiction themed collectible card game in the market, and decided to design one of our own." Alpaugh had garnered some experience in game design via a stint at RDI Video Systems, makers of Dragon Slayer and Space Ace games, and had sold an idea for a game, called Dark Lord, to Halcion Industries several years earlier. When the two met at their current place of employment, Alpaugh and Doughty were teamed to translate the complexity of jet engines into comprehensive manuals which would be used by mechanics.

Working together helped them form a friendship, based in no small measure on their shared love of science fiction. Alpaugh and Doughty are fans of SF television shows like Star Trek and Babylon 5, authors such as Ellison and Rodenberry, comic books like Dark Horse's Predator and artists like Frazetta and Whelan. When Alpaugh and Doughty decided to design a collectible

card game, they based it in part on some rough outlines Alpaugh had written for a future novel. From it, Alpaugh wrote an extensive sketch of the game's plot, characters and setting. Meanwhile, Doughty, an accomplished artist with both brush and "mouse", set to work on the game's design, inner workings and intricacies.

When the two finished their endeavor, the game featured five regencies of an unknown "Imperium" or galaxy, all battling each other for dominance over the Imperium. They devised ships, troops, weapons, special effects and defense systems for each regency, and filled their spare time with strategic gaming sessions. The two brainstormed their own game for months, addressing its weaknesses and building upon its strengths, until they were pleased with its playability.

Then, in the summer of '94, Alpaugh decided to attend the massive San Diego ComicCon, and on a lark suggested to Doughty that he might take their game along and "shop it around" to some of the card and game manufacturers he knew would be exhibiting there. His partner agreed, and Alpaugh built a prototype package for submission.

Comic Images was one of the first companies Alpaugh approached. He recalls, "There was a harried-looking guy...behind the booth, and when I approached him, he was talking to a bunch of people, so he asked me to come back in half an hour. I did, and he and his partner grilled me for almost an hour about the game." Then Hank Rose, chairman of Comic Images (the harried guy) and Alan Gordon (the partner) assured Alpaugh that they were quite interested, and asked how soon he and Doughty could have a full, ready-to-play prototype



completed.

Returning from the San Diego convention, Rose and Gordon had their work cut out for them as well. They were thrilled at the prospect of producing a science fiction gaming card series not based on any existing media, Gordon explains, "because it gave us a free reign to create our own universe." But they knew there had to be something unique to set the game apart from the others in this rapidly growing niche.

Fortunately, Comic Images is a well-established collector card manufacturer, specializing in science fiction and fantasy art - and the people who create it. Rose and Gordon immediately began contacting their vast lineup of artists, which includes the likes of Frank Frazetta, the Hildebrandt Brothers, Michael Whelan, Luis Royo, William Stout, Vincent DiFate, Ken Barr and many others, about the prospect of creating exclusive artwork for the gaming card fronts. They all agreed, and Comic Images followed up by signing these nine other artists to create additional game images: David Martin, Ron Walotsky, Karl Kofoed, Steve Brown, Joe Petagno, Daerick Gross, Jose Mendez, Nelson Pereira and Mark McNabb. This substantial roster enabled Comic Images to distinguish its game from the "pack", with an astounding 92% ratio of original artwork!

With the game's design well underway on the West Coast, and its artistry in full swing on the East Coast, Comic Images and White Buffalo Games began playtesting the prototypes. In fact, they tested everything, from the playing speed of the game to the directions; from the packaging to the game title. After extensive testing, Star Quest: The Regency Wars was perfected, resulting in a strategic, tactical, political, fast-playing game, with no two matches ever playing alike. As Alpaugh points out, "A gaming card series has to be strong and able to stand up to the expectations of fans who spend their hard-earned dollars on it. Star Quest: The Regency Wars does just that!"

Star Quest: The Regency Wars consists of 325 cards (common, uncommon and rare), printed on high quality gaming card stock, with full-color reproductions of the work of world-famous artists. The cards are classified into two separate categories, resource and battle, and the card backs detail the specific capabilities and requirements of each card. Resource cards provide players with the power to commission troops, ships, weapons, defense systems and special effects for use in battle.

Starter decks contain two of 30

premium foil Home World cards, while Booster packs will include randomly inserted game cards autographed by the artists and additional foil Home World cards.

BACKGROUND

In the age known as the Pax Galactica, Imperium star ships from the Regency worlds of the five known races journeyed through their star gates on peaceful voyages of trade, exploration and colonization.

Seeking to grow beyond the limits of their own dominion, the star ships ventured into the uncharted depths of space and invoked disaster in the form of an unstoppable plague (the Omega virus) that decimated whole star systems.

A century later, each of the Regencies of the five known races seek dominion over the others. The Saurians, Cyborgs, Vor' Pa, savage Gorgon Horde and human Imperium, each battle to establish power over the others. Which Regency Home World will finally claim mastery of the stars? Only you can decide as you play Star Quest: The Regency Wars!

GAME DESCRIPTION

Star Quest: The Regency Wars is a trading card game of strategic, tactical and political combat for two or more players. Each player represents a Home World in one of the five Regencies of the fallen Imperium and uses trading cards to build forces defending their own Home World and capturing others.

Each game deck is divided into two play decks:

RESOURCE DECK

The political, technical, and natural resources required to commission starships and the troops that man them.

BATTLE DECK

The player's stockpile of ships, troops, weapons, defense systems and special effects.

Players can customize their decks, and the initial assortment of 325 different cards allows each player to apply his own diverse strategies and tactics.

The 53 card Starter deck includes all of the cards needed to play Star Quest, and the 15 card Booster packs offer the opportunity to customize and add strength to the play decks.

Players set up their own deck to define their strategy for attack and defense as they strive to capture the opponent's Home World.

Star Quest: The Regency Wars will continue to evolve as integratable subsets and enhancement cards are released.



TEMPEST

of the gods

An introduction by designer, C. Murcray.

Tempest of the Gods is a collectible card game set in a world ravaged by the eternal struggle for religious supremacy. Each player acts an avatar for the powers of Good, Evil, and/or Chaos, vying for control of the Mortal Plane.

The game begins with each player drawing and playing cards, in order to build the foundation of their mythos. At first, only basic cards can be played, such as: peasants, farmers, lowly priests and wizards, and lesser creatures. However, as each player's hand increases in strength, they will be able to summon mighty champions outfitted from the stores of their temples, riding magical beasts into battle on the ground, in the air and on the water—or summon the creations of the gods, monsters and fair creatures, horrifying gorgons and aveng-

ing angels. Shrines become desecrated, temples fall, and the faithful are scattered. Finally, when their enemies lie fallen at their feet, a victory emerges. Tempest of the Gods is designed for two to six players (the average game with two players lasts approximately 45 minutes). A player wins by destroying his opponent's cards or by gathering enough followers to summon his deity into the Mortal Plane.

Tempest of the Gods is printed on glossy-coated, heavy card stock and includes artwork by Mark Poole, Doug Schuler, NeNe Thomas, Brad Williams, Lynne Hyde, Joel Poppleton, Matthew Yarro, Susan Van Camp, Jeff Menges, and others. The set consists of 270 cards with special inserts signed and numbered by selected artists. Future expansion sets will include different pantheons, such as ancient Egyptian and Aztec mythology.

With the large number of collectible card games coming out this year, a game will need three main qualities to succeed. First, the art must be very good; imaginative, dramatic, and full of flavor. Second, the card stock can't be flimsy and must stand up to hours of shuffling. Third, and above all, the rules must not only be playable, but enjoyable. It was with these three qualities in mind that Black Dragon Press began designing Tempest of the Gods, the collectible card game of mythological holy wars.

WHAT IS TEMPEST OF THE GODS?

It is a collectible card game based on the mythology of a fantasy world. Followers and priests of many deities fight for control of this fantastic realm. The game allows for several different victory conditions, creating a multitude of different strategies and decks to experiment with. The rules work well for 2 players, several players, or even team play. Tempest plays dynamically, meaning that even if it isn't your turn, you can play cards to affect the outcome of a bat-



tle between 2 other players. With Tempest, you won't sit idly by, waiting for your turn.

THE GAME

Starter Decks contain 70 cards and a rulebook. Boosters contain 15 cards. Each player must have their own deck and it is recommended that you have a couple of boosters to help with your deck design. Cards come in four levels of rarity.

OBJECT OF THE GAME

The object of the Tempest is to establish your deity's religion as the dominant power. You can accomplish this in one of three ways: convert your opponents to your deity, gain enough power to summon your deity to the Battleground, or destroy your opponents completely.

Since there are three different ways to win, there is a lot of strategy in building your deck and in game play. Sometimes it is more advantageous to build your power and go for the summoning of the deity, than it is to spend your power destroying your opponents.

NUMBER OF PLAYERS

Tempest of the Gods is designed for 2 to 6 players. Since many spells and mira-



TEMPEST

of the gods

cles can be cast during anyone's turn, game play remains interesting even if it is not your turn. You can use your cards to affect the outcome of a battle between two other players, or affect the entire Battleground to further your objective. Team play is also encouraged.

THE STRUCTURE OF THE PLAYING FIELD

Players begin with the followers who are in Wander Status, basically wandering in the wilderness. They can summon priests and discover shrines, at which point they are considered to be competing for their religion and become vulnerable to attack. Shrines provide some protection, but have a limited Occupancy, and those left outside must remain in the dangerous Wander Status. Temples can then be summoned by priests. Temples have a higher Occupancy, and often provide more protection. Many have special defenses, such as being water-based or hidden, and require magic or Gates to attack.

Priests must also protect their Temples and Shrines, and do so by summoning monsters and champions to defend them. These may then enter the Battleground and attempt to either defend or win their way through to an

opponent's Temples. Summoning a Gate will allow you to attack Temples and Shrines directly without going through the Battleground.

When the players have enough power in one temple, they can summon the demi-gods to their aid, bringing in the holy big guns. These demi-gods have special powers and accelerate the game to its final conclusion, when the deity is summoned and the game is over. There are also statistics on the deity cards, in case players want to continue play after one is summoned.

RELICS AND ITEMS

Relics and Items are also in abundance in Tempest. Relics are holy and cannot leave the Temple or Shrine they are summoned to. Items are magical in nature and can be carried into battle. These items often mean the difference between survival and death on the Battleground.

GAME PLAY

Players draw five cards. They then summon any cards they can, using the Faith their followers provide, discard and draw back up. They must also declare any movement or attacks during this turn. Armies journeying to the Battleground do not need to declare which player they are attacking until they actually do attack. Spells and Miracles can be summoned at any time, as long as a player has Faith left over from his turn to do so.

Players end their turn by discarding and re-drawing up the five cards.

VICTORY

Victory is achieved when a deity is summoned into play, or a player has converted and/or destroyed all of his opponents. As he converts other players, he can use their Faith to summon, as well. When all of the other players' cards are destroyed or are in his control, that player wins the game.

TEMPEST

of the gods



If a player builds his power strong enough to summon a deity, he will also win the game. Players may continue to play with the deity cards if they wish, but this is an optional variation. Otherwise the game is over and the player is victorious.

LIMITED, UNLIMITED, & EXPANSIONS

Black Dragon Press designed this game with collectors in mind, as well as players. The first set will be a Limited edition, and can be identified as such by the gold-colored border. Expansion sets are in the works. We are looking forward to hearing from our customers on what they would like, but right now we are leaning towards the Ancient Egyptian mythology for our first expansion.

TEMPEST

of the gods

"You are no longer alive. This, however, is not a permanent state of being, but one of flux, for your body is a Chrysalis, and you are changing. You are about to be reborn with extraordinary abilities, powers beyond your imagination. You are now a member of the Supernature, paranormal beings with awesome powers and magics that stem from the Darkforce. In you, the Darkforce is strong..."



CHRYSALIS: BORNE OF THE SUPERNATURE A Playtester's insight...

Remember the days of running around in your yard; a towel for a cape, underwear on your head, serving to mask your true identity? The sprinkler served as your imaginary foe's weapon, an oscillating death ray, and the sound of distant lawnmowers only meant another enemy was closing fast... Your ability to effortlessly dodge the onslaught of rapid-fire shots quickly comes to an end when you hear, "Time for lunch" and the impromptu battle takes a momentary back-seat to more pressing issues; refueling. Those days have long passed and many other "fun" things have come and gone. On your way to work you see a kid running around in his yard, much like you did a couple of years back, except he has a real costume (big \$) and some type of battle simulator, instead of a sprinkler. You're sobered of your momentary jealousy by an angry motorist doing isometric

exercises on his car's horn. Well dreamer, no need to live vicariously through the neighbors' kids anymore, because your game has come, and its name is CHRYSALIS: BORNE OF THE SUPERNATURE. Fast play, easy rules and no need to wear undergarments on your head (unless you want to).

by Gideon Smith

Surfing the 'Net one evening, I came across something that almost caused me to wipe out; Comico, publishers of the ELEMENTALS (one of my absolute favorite comic books of all time) were launching a new division, Comico Gaming. The first project from the sister company was to be a collectible card game entitled, CHRYSALIS: BORNE OF THE SUPERNATURE. As if that weren't

enough to get this excitable boy revved up, they were looking for playtesters! I quickly e-mailed them my vitals, and a few days later I got the response I was looking for; I was invited to the company's offices to participate in a test session of the game.

I know what you're thinking: How can a comic book company possibly put out a collectible card game worth its salt? Believe me, I was wondering the same thing. Though I still enjoyed some comics, for the most part I felt that I had outgrown that particular medium. I certainly don't buy comics with the voracity I once did. I used to buy just about every title out there. Not anymore though. They just don't have the allure they once had. Besides, once I got hooked on gaming, I had to be a bit more judicious in what I bought. Budgetary concerns, you understand.

So, with an open mind tempered by a healthy degree of skepticism, I arrived at the test site, was cheerfully greeted by the staff, and introduced myself to the other seasoned game veterans (some of whom I'd met before at Magic: The Gathering® Tournaments), who were there for the same reason as I; to find inconsistencies, and criticize, criticize, criticize.

Boy, were we surprised.

A QUICK CARD DESCRIPTION

While holding the CHRYSALIS cards, I noticed a difference right off the bat; they can be held just like regular playing cards, due to a horizontal design, thus enabling the player to fan the cards in their hand. Good thing I brought my poker face.

The cards themselves are UV coated, which really brings out the vibrant colors of the art – and what art they have! The Starter Decks we were using were fully painted, comic illustrated, and 3D computer rendered game cards, done by the top artists in both the comic and gaming fields. My fellow testers and I were all very impressed with the design and art of the cards, and we hadn't even shuffled our decks yet! We agreed that if the game played half as good as it looked, we were all in for a definite treat...

NOT MORE RULES!

Actually, the rules to CHRYSALIS: BORNE OF THE SUPERNATURE are very straightforward, making for fast and furious gameplay. It's the interaction between the players and the various cards that make the game so exciting, and give it a level of complexity and diversity not found in many other card games. Gameplay almost has a roleplaying flavor to it; it is the situations and the reactions of the players that make it so much fun.

Basically, the game is a mix of Power cards and Darkforce cards, which are used to activate your powers. Different colored Darkforces correspond to the different power categories, and different powers take different amounts of Darkforce to use. Powers (paired with Darkforce) permit you to cast a spell, shoot, mutate and conquer your opponent mentally or physically.

As for the powers themselves, they are broken down into 5 categories:

MUTAGENS

These cards represent actual physical mutations, or evolutions that you can undergo during game play. With these cards, power is biologically based, sort of the next step for humanity. These *ex-citing* cards should be *ex-tremely* popular with younger gamers – if you know what I mean...

PARANORMAL

This category seems to encompass powers that are a bit more mythological, both in the classic and modern sense. Powers like Herculean Strength, Super Speed and X-Ray Vision fit into this grouping. I must admit, I have a soft spot for these powers; guess I'm getting old.

PSIONIC

These cards all focus on the power of the mind, which is definitely not beyond the realm of reason. This category has a real Science Fiction/Horror edge to it, what with its controlling factors, which I found very exhilarating, but then, I'm into CyberPunk.

SORCERY

Ah, a classic. The cornerstone of gaming. Spells, incantations, evocations, astral shifts, ogres, goblins, shapechanging, it's all here. And it's very interesting to play this category against some of the others. The power of magic is very strong indeed.

WEAPONRY

A very extensive arsenal, running from ancient broadswords, to futuristic plasma cannons. Many of these cards are instant, and don't require any Darkforce at all to power. They add a very interesting wrinkle to gameplay, and keep the action moving along at quite a pace.

At the start of each game, 2 Inherent Ability cards are chosen. These cards define you as a character and are at your disposal for the entire game. These powers can be arrived at by either purposely picking them from your deck, or leaving them up to a random draw. Either way, things turn out to be a blast.

Additionally, there is a Reaction category. Reaction cards require no Darkforce (they are like adrenaline), and they can be used to jump, climb, retreat, grab a bystander or cocoon. I was told the Cocoon Card was a rare one, and I know why. Cocooning can only be done when you are down to 4 (or less) Life Points, and it gives you the option of being reborn. Sure, you loose your current Inherent Abilities along with 1 round of play, but you draw a new Inherent Power (as opposed to the 2 at the beginning of the game), and you return from your Chrysalis with 15 new Life Points. Seems like a pretty useful card, all things considered.

Also, each Chrysalis Starter Deck comes with a Shadowspear card, which will not be available in any Booster Packs. Shadowspear allows you to gain an additional Inherent Power by permanently spending the Darkforce needed to activate the power. Sure, you lose Darkforce, but you can gain another power, which to



me is pretty cool. It depends on how your game and the battle is going.

After Inherent Powers are chosen, each player shuffles their deck, then deals themselves seven cards. Each turn begins with a draw from the deck (if you have more than seven cards you must discard). You may only add one card to your Darkforce pool per round, and, Darkforce permitting, you may attack your opponent(s).

After reviewing the rules, my fellow combatants and I were broken down into the test cells (groups). As CHRYSLIS is a multi-user game, different cells had various numbers of participants, ranging



from 2 to 6 players. I found myself set for 2-player combat. Perfect. I prefer that pure form of strategy which 1 on 1 game-play provides. For the sake of the test, each player started with 40 Life Points and a deck of 60 cards.

WITHOUT FURTHER ADO... INTO BATTLE!

At the outset of the game, my opponent and I decided to take two different routes to establish our character; I fanned through my deck and carefully chose my Inherent Powers from my cards. My rival, on the other hand, decided to let chance determine her powers, and drew them from the top of her deck.

After my usual stare-down, I drew the following cards as my permanent powers:

CYBER-TALONS:

According to the card, this was a Japanese-based covert technology, best suited for down and dirty hand-to-hand combat. Though primarily an offensive weapon, I found its defensive capabilities more than enough for what I had planned. I was going to rip my adversary apart, plain and simple. This, teamed with my other Inherent Power, Animal Agility, which had me attuned to my feral past giving me heightened senses and reflexes, was exactly the combination I was looking for. I was a quick, lean, mean, fighting savage



machine. And with those Cyber-Talons, I do mean machine!

Since my adversary left her draw in the hands of fate, her Inherent Powers were not as complimentary as mine (or so I thought). First, she drew Concrete Fists, which gave her the ability to mutate her hands to stone. Good for both offensive and defensive purposes, I thought. Next, she chose Ghost, which enabled her to phase from solid to ethereal form. Great for defense, but a bit shy on the offensive side of things. She christened herself the Gaea, The Elemental Spirit of Earth. I called her Mother Nature. My first mistake.

We both agreed that the victor of our contest would have their choice of the vanquished's Inherent Power cards. What's a friendly game without an even friendlier wager? Ah, the spoils of war.

The first 2 rounds of play went quickly as we strengthened our characters by adding points to our Darkforce pool, but by round 3 we were ready for battle. Mother Nature, I mean Gaea, took the offensive with her Concrete Fists trying to pummel me, and I was immediately forced to make a decision. Should I use Darkforce to activate my Cyber-Talons and easily deflect the damage? Or Dodge with a Reaction card, thereby saving Darkforce energies for my attack? I decided to Dodge, leaving the success of her attack at the mercy of a coin-flip (TIP: Another way to do a coin-flip without a coin is to draw a card from a choice of two cards. Designating one card as heads, the other as tails.) My maneuver was unsuccessful, reducing my life points to thirty-eight. First blood went to Gaea. I think I started growling, but that might have just been my stomach.

I was hungry...hungry for blood! I immediately lashed out with my Cyber-Talons, adding my Animal Agility just to make the damage that more severe. To my dismay, my opponent had the necessary Darkforce to shift to her Ghost form, completely avoiding my rage, and shift back, countering with her Concrete Fists,



knocking me to my knees. It was then that I knew that I had to rethink my plan of attack. I hoped I had Psionic Powers somewhere near the top of my deck. Only with the power of my mind was I going to be able to harm this cursed Earth Spirit.

The game was a constant give and take. I at first thought that she was going to be able to avoid all of my attacks with her Ghost powers, but I was wrong. I did indeed have Psionic Powers, and from a feral Cybernetically-enhanced Ninja, a deeper, more well-rounded fighter grew. Gaea, on the other hand, continually countered my offensives with Sorcery (She had a lot in her hand - I knew, for I used my Sixth Sense card to look at what she was holding!), giving the game much more than a rock'em sock'em aspect. I still lost, but only because of a stupid move, which I would rather not go into detail about. What really hurt was having my Cyber-Talons ripped out of my hands. Yes, that was the Inherent Power Gaea decided she wanted as the victor. Ouch.

When the smoke finally cleared at the end of the session, I had played 8 games, ranging from as short as 20 minutes to as long as 1 hour. Every game took on different characteristics and situations, and I found myself developing strategies that I normally wouldn't have used in other games. My fellow testers and I all agreed; Chrysalis was a dynamite game, loads of fun and completely customizable to the player's wishes.

The Limited Edition Starter Decks and Booster Packs will be available this August. Brian Azzarello, one of the game's designers, who was present at the test, told me that the expansion sets would be available throughout the following year. One of the sets would deal with a tear in time, featuring ancient magics, futuristic weaponry and bio-enhancements...

Now if I can just get my Cyber-Talons back...



Imagine that everything you know about the past is a lie, and all of the history books we learn from are simply creations of our mass subconscious. What if what we currently believe about the past is simply a convenient way for us to explain where we are now? If all of this is true, what really happened in our past, in our True Past?

The True Past was inhabited by creatures that currently only exist in our dreams, our laughs, and our creative thoughts. During our dreams, Keith and I have explored the True Past and we have passed on some of that knowledge in *Guardians* the collectible card game. The creatures pictured in the game represent actual creatures that existed here on earth in our distant past.

Some of the cards represent the *Guardians* themselves. *Guardians* are huge, extremely powerful creatures that live outside of our time fuse, but still have considerable influence on the events in our lives. During the true past certain beings, known as Vierkun, learned how to tap into the power of a Guardian. The Vierkun used this power to gain control of the hearts and minds of other creatures, for they knew that if they could control what was thought, what was loved, and what was laughed at, they could control destiny itself.

The Vierkun all grew in power until they started to realize that if they wished to truly be in control, they had to eliminate each other. Vierkun fought Vierkun during the brutal wars of the first cleansing. These wars are the setting of the game, *Guardians*. In *Guardians*, each player takes the roll of a Vierkun struggling for dominance in this brutal time. As a Vierkun, you lead your forces in an attempt to defeat your opponent.

Of course the true past wasn't a simple world and neither is *Guardians* the CCG. There are three different ways to win the game, so players must be on their guard at all times: creatures who at first glance seem useless will prove their worth over and over again, bribery will spoil the most expertly laid plans, and just when you think you've got your opponent cornered - the tables are turned and you are thrown on the defensive.

Each player customizes their deck with complete freedom; the Vierkun weren't limited in their choice of allies so neither are you.

Guardians was designed as a 30-45 minute two-player game, with multi-player games taking around 1 hour. For players looking for more advanced play, we will be publishing campaign rules and different rule variants to constantly challenge players.

How Does Guardians Play?

THE TWO PLAYER GAME

Each player begins the game with a stronghold (made up of 3 cards) and a Guardian. Players set up directly opposite to each other. There is also one empty space in front of each stronghold card. During the course of the game, these disputed land spaces will have terrain cards played on them.

Phase I. Draw and Organize

In this phase, players draw cards for the turn and introduce new creatures into their strongholds. There is no casting cost for this, but players may only put up to 30 points on any of their stronghold cards, and if they wish to have their creatures

move during the turn, they must put a shield on top of their creatures.

Phase II. Movement & Combat

In this phase, players take turns moving their shields, with creatures underneath, around the disputed lands and stronghold spaces. If two shields from different players end on the same space combat is fought immediately.

Phase III. Terrain Phase

After all shields have moved, each player gets to place a terrain card underneath any of their shields in the disputed lands. If a player can't do that, they must lose one creature under each shield without a terrain card underneath.

How to Win

If any player controls all six disputed lands at the end of the terrain phase, that player wins.

If a player kills five shields, then the player wins.

If a player destroys the link between the opponent and their Guardian, the player wins. This is done by attacking a Guardian from an opponent's stronghold card.

Example of the first two turns...

LESSONS FROM THE TRUE PAST

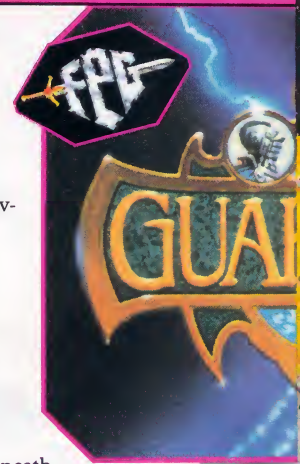
Guardians is a game of epic struggle in the true past. Each player plays the part of a Vierkun who is accessing the power of a Guardian. Each Vierkun uses the power of their Guardian to summon creatures to their stronghold in order to wage wars in the disputed lands. There are three ways to win *Guardians*, the most common is for one player to control all six disputed lands (3 in front of each stronghold).

Game Play

(AN EXAMPLE)

After the prerequisite shuffling (and putting up ante if you've got the guts...) both players set up their realms by placing their stronghold and Guardian cards face-up as shown. The disputed land spaces are empty when the game begins.

Both you and Bob now take your initial draw of 12 cards from your decks. Your 12 cards form your storage hand. You look at your cards and see that you have 2 shields, 7 creatures, 2 spells, and 1 terrain card. You organize your creatures under your shields so that you don't have more than 30 Vitality points with either shield. Vitality is a measure of the creature's strength in combat. Then you place your shields, with their respective creatures underneath, in two of your stronghold spaces. Since you don't have any leftover creatures, your storage hand is now down to



ACTION TO



just 3 cards (2 spells and 1 terrain).

Then you and Bob take the top card off your decks and turn it face-up, this card is called the "Up-Card". You both pulled creatures as Up-Cards, so you compare the Vitality of the two cards. Your creature had a lower Vitality, so Bob has to move first. Bob only has one shield in play and he moves it to his middle disputed area. You take your biggest shield and move it to your own middle area, directly across from Bob's (you kook!). You decide not to move your other shield (each shield can move once per turn).

Next, both you and your evil Nemesis Bob get a chance to play any terrain cards out of your storage hands under any shield that is on an empty space. As you both have shields in this condition, you both play terrain cards. If either of you didn't have terrain for your shields in the disputed area you would have had to discard one creature from under the offending shield.

After an uneventful first turn, you both draw new cards. The number of cards you draw depends on your Guardian. Your Guardian allows you to draw 3 cards, but you get an extra card because your Up-Card had a lower Vitality than Bob's did! So you draw 4 cards (one of which is your Up-Card from the last turn). Bob only draws 3 cards. You get two creatures, a magic item, and another terrain. Now you get to pick up ALL of the cards that are in your stronghold spaces and add them to your storage hand with your new draws. You pick out 30 Vitality points of creatures and place them under your shield and return it to your stronghold. You have two creatures that couldn't fit under the shield so you play them face down on another stronghold. They can defend the space, but without a shield they can't move.

Bob didn't draw another shield, but he did draw a stronghold upgrade for his right stronghold space. It's an Elemental Flame Cannon! This could really ruin your day if you get in front of it! If you get to go first, your shield can pounce on Bob's shield, but if Bob goes first, he can move to gain some protection from your attack (the Flame Cannon can only fire on the two disputed lands directly in front of it).

Holding your breath, you both pull new Up-Cards. With a sigh of relief, you see that yours has a higher Vitality so you get to go first! With confidence, you move your shield directly

onto the space occupied by Bob's shield and initiate the first Combat phase of the game. Both players pick up the creature cards under their respective shields. These creatures make up your combat hand.

COMBAT

First, you must decide if you are going to play a command card from your combat hand to assist your destruction of Bob's meager forces. You weigh the pluses and minuses and decide to play one. Bob decided not to play one. You show Bob your command card. You played the Sorcerer who has cast a 4pt area-of-effect fireball onto Bob's unsuspecting combat hand. Bob groans as he had two creatures in his combat hand with a Vitality of 4 or less and has to discard his Rake Tooth Goblin and his Crook End Snooter!

With Bob still grumbling about being "robbed", you both play your first melee cards. You begin slowly and decide to play your 2 Vitality, Iron Crag Boggler. Bob picks his card and you both reveal them at the same time. Bob picked his 7pt Axeman. Bob places his card on top of yours to show that his creature has beaten yours.

You both then pick your next cards for melee. You pick your 5pt Yard Rat, and Bob picks his 5pt Wind Spirit. After you both show your cards you realize the combat is a tie, that is until you whip out a Varmint Archer with a 1 pt ranged attack! You see, a ranged attack immediately adds to the vitality of a creature in melee. Now since you have a total of 6 and Bob-the-Wimpy only has 5, you place your creature on top of Bob's.

Things are looking good now. You have one card left, a 13pt Desert Giant. Bob picks his card, a 5pt Winterseed Maiden. You laugh the laugh of the mighty, but before you finish your victory jig, Bob plays a Beer Bribery card from his storage hand! One quick look at the Giant tells you what you already knew, while your giant stomps almost any creature in melee, (he does have a particular weakness for beer). Due to the beer bribery card, you must remove your Giant from combat and return him to your storage hand! (The drunken sot!)

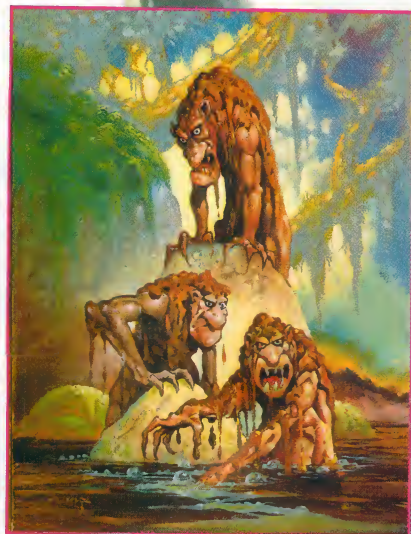
Now Bob has one card left to play as a secondary attacker, it's a 5 pt Skeletal Minion. He plays it against your Yard Rat (and adds the Vitality of his beaten wind spirit). He has 10 vs. your 5, so he places his Skeleton on top to show victory.

Now that both players are out of cards, any creature that has been beaten is placed in the discard pile. Both players then count the total Vitality that they each have left on the space and whichever player has more, wins the combat and the other player must retreat. You have your Sorcerer and your Varmint Archer for 10 Vitality, and since Bob's total is 18, you must retreat.

Back to Movement

Now it's Bob's turn to move. He eyes your just defeated shield and before you have a chance to beg for mercy, he moves his shield to fight it again! Now Bob thinks that he's got you good. You look at your storage hand and comfort yourself with the knowledge that you still have a few tricks up your sleeve...

Play continues like this until one player owns all six disputed lands, destroys an opponents Guardian (they can be attacked directly from your opponent's stronghold), or destroys 5 shields belonging to the enemy.



GRIDIRON

by JM White



GRIDIRON is a hot, new football trading card game (the first sports oriented game to be released) designed by Precedence Publishing and published by The Upper Deck Company.



GRIDIRON brings home all the excitement and action you'd expect from an afternoon of football... plus a great deal more. The atmosphere is down and dirty, in-the-trenches football, where only those with the greatest skill or most guts will rise to the top. With over 300 cards to collect and exploit, **GRIDIRON** offers diversity, challenge and most importantly – a fun, playable game.

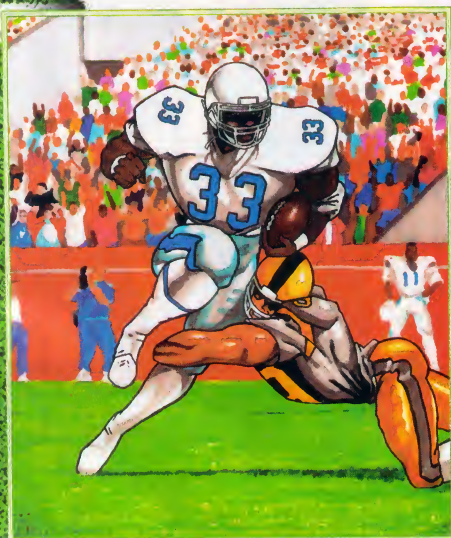


New Coaches are presented with a number of challenges, the first and foremost of which is deciding on the composition of one's team. Players are given the chance to select team cards which define the essence of their teams, the unique qualities that will make them champions or perhaps, cause them to be ground underfoot by their rivals. Foremost among the team cards are the **GRIDIRON** Superstars, the players who have earned national

recognition in the **GRIDIRON** League.

Other building blocks to a winning team include a major Franchise, a recognized and superior Coach, highly practiced Formations, strong team Traditions and major team Assets. You may bring to the game your Diehard Fans and Olympic Track Coach, but is it enough to stand up against a team like the Ravens, known to be *Come-From-Behind Winners*? You'll have to play to find out...

Once the teams have been assembled, Coaches can select their playbook. Offensive and Defensive plays must be chosen which will emphasize a team's strengths and open new, intriguing opportunities for strategy on the field – Will you concentrate on a ball-control, ground-eating offense; look to fast and deep aerial strikes; or will you attack your opponent directly with plays designed to take out opposing players? On Defense, will you nullify your opponent play by play; attempt to wear him down over time; or gamble everything to force a turnover? Perhaps you can strike at your oppo-



FANTASY FOOTBALL

ment OFF the field, as well as on...

Plays and the team cards set the stage, but there is more to football than just calling the plays. Players customize action decks, providing the ammunition to complete their plays successfully...and humiliate their opponents. **GRIDIRON** uses a new, unique system for play resolution that is simple to learn but difficult to master. The challenge for coaches is to have enough strength to overpower opponents when you have the advantage, while retaining the flexibility to challenge them on their own ground. Action decks can be tailored to support plays or to provide special opportunities. For instance, just when your opponent drives for that last yard on 3rd and 1, it's helpful to bring out the chains... and find the play was just short!

GRIDIRON offers players the chance to experience football as never before. Whether your strategy is true to life; head to head football; or something that throws out the rulebook and goes full-out for victory, **GRIDIRON** serves up all of the action and excitement of

football in a way that will appeal to sports fans and card gamers alike.

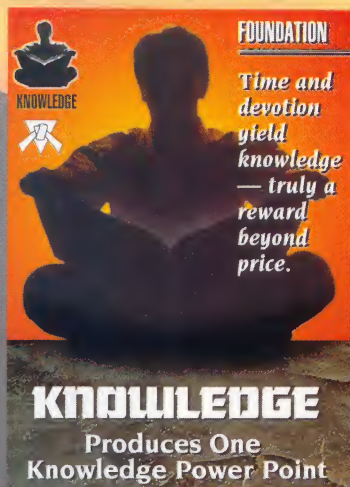
The art shown here is a sample of the work of one **GRIDIRON** artist. The final **GRIDIRON** cards have a variety of styles of top-notch art depicting the grit and the grime of football, and the flash and the glitz of the sports industry. The cards feature a modern, upbeat design with 3D icons which are easy to recognize and interpret.

With the continued interest in sports card collecting and a healthy fantasy sports industry, **GRIDIRON** is sure to capture the attention of sports card stores and customers, as well as add a new dimension to collectible card games. Both Precedence Publishing (in the game and hobby industry) and Upper Deck Company (in the sports card industry) have a reputation for attention to detail and for producing quality products. The team should produce a great game which will be well marketed and distributed.

GRIDIRON is due to hit the playing fields in October 1995.



ULTIMATE



Favorites Techniques:

OFFICIAL CARD RULINGS/FAQ 6/9/95
Also available on the Web:
<http://www.ultimate-games.com/~shimban/>

Anonymous ftp: www.ultimate-games.com
Address any question/concerns to: shimban@ultimate-games.com

RESTRICTED LIST (1 per deck)
All cards with a skull and crossbones symbol:
Psychic Subversion *,
Bewilder *, Suppress *,
Psychic Freeze *, Psychic Paralysis *

* Temporarily Restricted until the Ancient Fighting Arts of China is released.

White Belt Deck - 1 per deck
Brown Belt Deck - 2 per deck
Black Belt Deck - 3 per deck
Goto Belt Deck - 4 per deck

FAQ

Is there Mana burn?

This is a term used in another game that refers to taking damage from not using all power points drained from Foundation cards or other sources. The answer is no. Any power points that have been drained from sources are used when a card is played, even if they exceed the cost of the card. This means that a Mantra of Power may NOT be used to bring into play 3 cards with a cost of 1 - the first card would use up all 3 power points.

What happens to unused power points?

If you drain power points from cards and then do not use it right away, it will go away at any phase/sub-phase change. This means that you can't use a Mantra of Power to get 3 power points and then enter your attack sub-phase and use them to bring a card into play.

Can I play Action cards on my opponents' turn?

No, except for these two circumstances:

- 1) The Action card says you can.
- 2) The card avoids and/or prevents damage. This does NOT include Kim Soon's Illusion and Psychic Block.

Can I play more than 1 of the same Advantage card on the same attack?

No, you may only play 1 of each type of Advantage Card per attack. The current types are: Adrenaline, Banana Peel, Beijing Blitz, Berserker, Combination, Counter, Jumping, Kiai, Speed,

Strength and Stumble.

How exactly do counter attacks work?

A counter attack delivers damage to the attacker if the DEFENSE strength of the defender is higher than the ATTACK strength of the attacker.

Can I use a block on a counter attack?

No, it is not truly an attack, but a counter strike.

When do I play combination cards?

They are played after the first attack is resolved (damage is dealt).

May I play more than one combination on a single turn?

Yes, as long as you have enough power points and set up techniques.

Is a combination attack, two or more separate attacks?

Yes - it is more than one attack, that's why each attack may be blocked and is resolved separately. Cards like Shuffle will be removed after the first attack is resolved if damage was dealt. Also, if the defender counter attacks and deals damage back to the attacker on the first part of a combination, that damage is ALSO subtracted from the strength of all follow-up techniques.

What is a fixed value advantage card?

The following advantage cards: Combination, Counter, Jumping, Speed or Strength when the ATTACK/DEFENSE adjustment of the card doesn't have an X in it. Example: 1/1, 2/2

Is Kiai or Primal Kiai a fixed value advantage card?

No, see previous question.

Can I have more than 1 restricted card in my deck?

Yes. You may have 1 of each restricted card in your deck. The comment in section 5.2 regarding the restricted symbol is poorly worded.

Do you have to use a technique for Armor to improve your defense?

No, armor applies to the player.

Can the defender's defense value be a negative number?

Yes. If the attacker plays Trip on the defender and then proceeds to use a 3 point attack, the defender will take 5 points of damage if no block is used.

Is a technique/weapon with counters on it set up, and can it be used to defend?

No, and No. A technique or weapon with counters on it may not be used at all.

Does a technique with counters on it count towards my limit of 4 techniques on the board?

Yes.

If Jun-Ken-Po is a tie, what happens?

You keep playing until there is a winner.

Can you forget to recover or draw cards?

You may forget to recover. Once you draw a card and look at it, it is too late to go back. You may NOT forget to draw cards. If you forget, you must go back and draw the required number of cards.

Can I play a talisman if I already have the same talisman in play? Can't I just remove one of them from the board?

COMBAT!

No. You may not just remove Talisman cards from play. You are not allowed to play a Talisman card if that same card is already in play on your board.

INDIVIDUAL CARD RULINGS

Adrenaline: You may only play 1 Adrenaline per attack.

Agony: Applies to Strength Advantage cards only.

Bad Sushi: May be played on an opponent with less than 3 cards.

Banana Peel: You may only play 1 Banana Peel per attack.

Does not apply to speed modifiers used by the person playing Banana Peel. May be used by the attacker or defender.

Beijing Blitz: You may play only 1 Beijing Blitz per attack.

The combined technique gains a bonus if you are moving in the preferred direction of either of the original techniques.

Berserker: You may play only 1 Berserker per attack.

Copy Cat: **ERRATA:** Add this sentence:

You may NOT copy a weapon.

This technique is NOT set up when brought into play.

Counter 1,2,X: You may only play 1 Counter per block.

Darkness: **ERRATA:** Last sentence should read: No airborne kicks or spin moves allowed when attacking.

Deep Fog: Applies to all Knowledge cards that enter play while it is in effect as well.

Favorite Technique: The technique is NOT set up when brought into play. May be used on a weapon - but the weapon still breaks. If used on a weapon, it may only be used when no weapon counters or favorite Technique counters are on the weapon. If you bring out a technique with X in the cost, X is zero.

Freezing Cold: Applies to all Experience cards that enter play while it is in effect as well.

Gi Patch - Falcon: **ERRATA:** Has a cost to play of 1 Fighting Spirit.

Gi Patch - Fox: **ERRATA:** Has a cost to play of 1 Experience.

Headband of the Ninja: Requires a blocking technique for the counter attack.

Heavy Rain: **ERRATA:** Last sentence should read: No airborne kicks or spin moves allowed when attacking.

Holy Medallion: Reduces 1 point of damage from all attacks that are technique based. Also reduces damage from counter strikes.

Hurricane Winds: Applies to all Fighting Spirit cards that enter play while it is in effect as well.

Icy Ground: **ERRATA:** Card text should read: No speed Advantage cards allowed. Spin moves, airborne kicks, and throws are not allowed when attacking.

Instant Replay: If you bring back a technique with X in the cost, X is zero.

Jumping: You may only play 1 Jumping per attack.

Kiai: You may only play 1 Kiai OR Primal Kiai per attack.

Adds to damage only if attack result is positive.

Lightning Strike: Does not allow cards with counters on them to be used to attack. It does not remove counters.

Mental Domination: You may only make decisions that the target

opponent could have legally made. You may drain more power than necessary for bringing cards into play. If target player runs out of cards while hand is being played by user of Mental Domination, they lose on a TKO.

Moriya's Mirror: It is left in play next to the talisman that it is reversing, but it always counts as being in play for the controller of the Mirror. If the Mirror is snatched via Snatch Talisman, the new controller may select a new target. If there is no valid target, it is immediately removed from play.

Muddy Ground: **ERRATA:** Card Text should read: All strength modifiers are reduced by half, rounded down. All kicks and throws attack at half strength, rounded down.

Flavor Text: Slogging through the mud, crushing power is lost.

Outer Leg Reap: **ERRATA:** Throw Icon missing from Brown Belt card.

Power Drain: When used on a technique that was played via Favorite Technique, the target player must pay the cost of the actual technique, not the Favorite Technique card.

Primal Kiai: You may only play one Kiai OR Primal Kiai per attack.

Psychic Paralysis: The target player may only remove their own foundation cards to avoid the effect.

Psychic Subversion: Only works on set up techniques/weapons with no counters on them. If used to force a player to attack himself: - Target player may block with any other technique on his board. - Target player may play any advantage cards he wants, but the player using Psychic Subversion, may not. - Counter attacks do not deal damage to anyone. - This is not considered an attack by Body Odor. - Movement modifiers do NOT apply, but movement card is removed if damage is dealt.

Shatter Foundation: The target player must have at least 4 foundation cards total, and at least 2 undrained foundation cards for this card to be played.

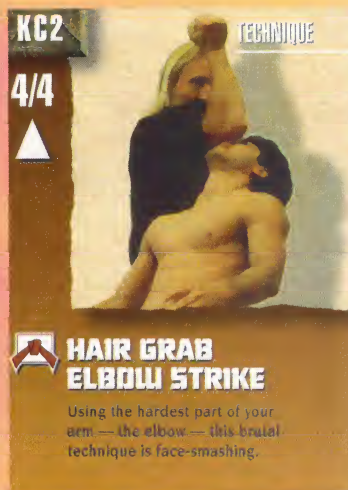
Smog Inversion: Applies to all Conditioning cards that enter play while it is in effect as well.

Snatch Talisman: If you snatch an opponent's talisman, and you have that same talisman in play already, you must immediately remove one of them from play to the appropriate discard pile. Speed 1,2,X: You may only play 1 Speed card per attack.

Strength 1,2,X: You may only play 1 Strength card per attack.

Stumble: You may only play 1 Stumble per attack.

Ukemi: If you have more than 1 in play, you may only remove 1 counter when you receive damage from a throw, NOT 1 from each Ukemi.



by Janet Pack

REPORT FOR THE FEDERAL INTELLIGENCE
AND SECURITY AGENCY (FISA)

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ONDS, THIS PLAX WILL
SELF-DESTRUCT.
PLEASE WAIT.**

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CONTINUE READING.

Subject: Warlords

Individual Subject: Fanzib

Age: Unknown. Appears to be approximately twenty-five to thirty Earth years old. (Residents of the planet Fulian claim he is 4,992 and has regenerated a dozen times in their Noxhuan Swamp.

Weight: Estimated at 160-240 pounds. Gains or loses at will.

Coloration: Often observed with pale skin, brown-black hair which varies in length, hazel-brown eyes that can appear gold, green, or blue. Several observers insist proper color is plaid (undocumented).

Aliases: Observers on fifty-three planets compiled 427. Most often Subject is known as Zifnab, Fizban, Banzif, Ifzabn, Lord Nomenone, Morte Breckenfast, and Tracy Hickman.

Powerbase: Claims dozens of battleships orbiting home planet. No one has ever seen evidence that they exist. Also claims to be a god. Except for occurrences of peculiar unexplained natural phenomenon whenever Subject is present, this is also not confirmed. Observers all note strong charisma and a personal power which Subject is apparently unable to control.

Lethality Rating: Unknown. Treat with utmost caution.

Warlord Fanzib is extremely unpredictable. No observer has yet been able to verify his appearance or disappearance from any planet by normal travel routes. He is seldom seen near spaceports unless stirring up trouble.

Peculiar things happen in his presence. Sudden appearances of his favorite food (savory Saurellian munchels with chocolate sauce) and tankards of cranberry juice are not uncommon. Strings of mumbled words (which sound like magical incantations or prayers) are usually followed by feather storms or midair fizzles.

Warning: vacate the immediate area if Subject mutters "Fireball"—this can lead to an Extremely Hazardous Condition where explosions of some violence occur. Subject usually disappears during explosion and is untraceable until the next sighting. One observer on Pelostis II insists Subject vanished

in "fire and brimstone" only to appear (confirmed sighting) on Kantarrie (eight light-years away) moments later.

Subject is known to foment dissent and rebellion as well as spread confusion. Confirmed sightings include Subject haranguing guerilla fighters at Battle of Melchior, the Tweeban Scuffle, the Mryvidian Rout, the Fit at Connipion Junction, and at the Sand Planet Shuffle. President Robes claimed to be haunted by dreams of Subject changing from young man into an "old man in mouse-gray robes with steely eyes, long gray beard and hair, and a conical hat, who damns me forever". Civilian observers claim Subject to have been involved in the Peloletine War, the Duckvat Rebellion, the Nydant Raids, the Karsist Raids, the TaySoaRsk Revolt, and the Flagenstaff Skirmish. (For more details see following pages titled, "Sightings".)

Summation: Subject is dangerous character of unknown origin, power capabilities unknown. Continue to watch. Do not try to apprehend without backup.

END REPORT.

REPORT FOR THE FEDERAL INTELLIGENCE AND
SECURITY AGENCY (FISA)

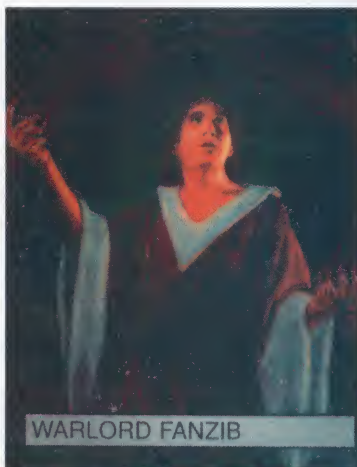
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AGENTS WITH A
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EIGHT OR ABOVE. IF YOUR
GENETIC MAKEUP HAS
BEEN ALTERED TO
REFLECT A HIGH SECURI-
TY LEVEL, YOU HAVE NO
REASON TO FEAR THE
LETHAL MICROMACHINES
THAT HAVE BEEN TRANS-
FERRED FROM THIS PLAX
AND ARE NOW IN YOUR
BLOODSTREAM.**

HAVE A NICE DAY.

Subject: Warlords

Individual Subject:

Warlord Alcanthe Bayne



WARLORD FANZIB

WARL



WARLORD MURPHY

Age: 36, Earth reckoning

Height: 5'7"

Weight: Estimated around 140

Physique: Muscular

Coloration: Medium Caucasian

skin, long wavy auburn hair, intense sapphire eyes. Tribal tattoos cover much of Subject's body, including neck and face, especially in the Zalkess region where Subject is becoming a legend.

Warlord Bayne is a rebel whose "by the people, for the people" attitude wins converts wherever she appears. Subject liberated her people by replacing the old federal government with a benevolent dictatorship run by herself and certain hand-picked administrators from Zalkess. Believes passionately that the best government for a world should come from the labor of sympathetic residents instead of from disinterested foreign diplomats.

Alcanthe Bayne (Subject seldom uses given name) is a minor warlord who won control of her world two years ago during the Glass War. To rout the old government she used a combination of small, fast atmospheric aircraft with up-to-date weaponry matched with crack guerrilla-type ground forces. No one knows exactly where Subject obtained the credits to buy her top-of-the-line arsenal, but some suspect she is being aided by Warlord, Derek Sagan.

Several observers claim she maintains liaisons with Sahfed

Solaris, weapons dealer from Arkady Prime, and Welthur Demos of Lagi, who inherited an immense fortune from Demos Mining. None of these relationships can be thoroughly documented. Anthura Waddell Logann of Zalkess, a wealthy crusader who espouses "the people's concerns", is said to be contributing large sums to Subject's coffers. Her donations are confirmed.

Subject has always been rebellious and headstrong. She possesses an uncanny sense of tactics, ordering her forces to areas where they can do the most damage in the least amount of time. She has an excellent spy network. Zalkessian troops follow her with unswerving devotion, seeing Subject as a god-sent relief from central governmental oppression.

Subject is a charismatic leader. Her infrequent speeches are short and didactic, giving her people realistic goals instead of inane platitudes. Bayne maintains a simple lifestyle, lives and works with her armies. Observers have heard her say more than once that she is "just one of the troops". Her high energy level allows her to spend 22 hours out of every 26 working. She snatches cat naps instead of sleeping (confirmed by observer), and is on the move constantly. Many of her followers memorize her speeches and repeat them as mantras when going into battle.

The tribal tattoos on her neck and face attest to her leadership capabilities and reflect her high rank in Zalkessian society. These tattoos are known as "flames", hence the nickname Burning Bayne.

Subject's first recorded battle was a tertiary commander to Phileas Sundale, revolutionary leader of Galthas III and instigator of the Sundale Wars. Subject's reputation was made when she rescued him from what seemed an impossible situation. Sundale appointed her Apprentice Commander, something unheard of in the Galthas III system, and Subject learned all she could from the wily old man. On his retirement, he transferred command to her. Bayne strengthened

STAR OF THE

OROS

her fleet and her warriors, watched her timing, returned to Zalkess, and overran the crumbling government.

Subject successfully participated in the Sufulis Wars, the Kyrallatti Insurrection, the Vastiam trouble, and the Yarel Passage Closure. She and her Zalkessians have also fought in the Battles of Gulf and Redmos, the Uhlian Tragedy, the Flight of Sydumn, and the Conflict of Chern.

Summation: Warlord Bayne is as yet a minor player. However, with her energy, resources, and the influence of Zalkess behind her, she requires constant surveillance. continue to watch.

Do not attempt to apprehend without backup.

END REPORT.

REPORT FOR THE FEDERAL INTELLIGENCE & SECURITY AGENCY (FISA)

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Continue reading.

Subject: Warlords

Individual Subject:

Warlord Kevin Kyrex Murphy

Age: 34, Earth-Standard

Weight: 175

Height: 5' 10"

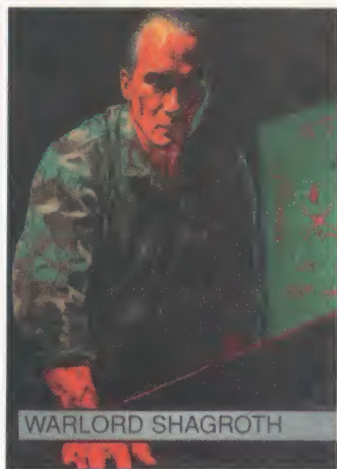
Physique: Compact

Coloration: Very pale skin, sandy hair kept short, eyes dark blue (almost violet).

Powerbase: Small fleet of space-plane squadrons and support based on Laskar.

Lethality Rating: Moderate at present, but growing.

Subject is wealthy and a play-boy, also insists on being "lead dog". He is vain about his strong-jawed good looks, his prowess with women and his skill as a space fighter pilot. Observers claim he deserves his reputation in all



WARLORD SHAGROTH

respects.

Warlord Murphy is the only son of the House of Murphy on Cannis Prime. Their holding are so vast that the family fortunes were not hurt during the Rebellion. Subject began flying atmospheric craft early and showed an unusual talent for tricky maneuvers. His teacher, the renowned Phyrum Doskiz of Belius, was hired by Eurlius Murphy to coach the youngster. Doskiz graduated Subject to space-planes and combat techniques after only a few weeks of training.

Documented reports reveal Subject and his mother and father argued vehemently over son's choice of careers. Knowing his parents would not cut off one of only two children born to the family, Murphy transferred his war planes and his squadrons of mercenary pilots to this posh retreat on Laskar, where he was reputedly a friend of the notorious weapons dealer, Snaga Ohme. Subject's first actual battle came when raider, Cantariz Thurp, decided the planet would be his next target. After scrambling his pilots, Subject and his friends played "space chess", chasing Thurp's planes and downing them one at a time. Murphy himself toyed with Thurp, angling him into a corner before eradicating the raider.

Subject's reputation as a top-flight mercenary increased due to the Conflicts of Duralun and Warlock, the Scuffle at Midnight,

the Reaming of Zorpidonn, and the Battles of Shuralon and Thackburra. He is also famous for the disputes he has with other commanders. Subject is untrustworthy in combat. When he sees an opportunity he takes it, often trashing the original battle plan and causing confusion to other pilots. The fact that he always emerges the winner is due entirely to his skill, his spaceplanes, and his hand-picked team of pilots.

He is an unusual mercenary in that he fights only for causes in which he believes, often volunteering his services and those of his pilots if he believes the cause to be just.

Subject has "Flying Ace Syndrome" (documented). Two observers close to Subject think he has a plan for the future take over of the Galactic Government, but so far no one has discovered if he is serious.

Summation: Subject has power, and will likely gather more. Approaching Dangerous. Do not apprehend without backup.

END REPORT

REPORT FOR THE FEDERAL INTELLIGENCE AND SECURITY AGENCY (FISA)

LEVEL 8 SECURITY REQUIRED TO VIEW THIS PLAX. DNA TEST NOW BEGINNING. IF YOUR DNA DOES NOT MATCH ANY LEVEL 8 CURRENTLY ON FILE, THE TEXT WILL REMAIN SCRAMBLED AND THE COATING ON THIS PLAX WILL FORM A VAPOR THAT, WHEN INHALED, ATTACKS THE RESPIRATORY SYSTEM.

LEVEL 8 CLEARANCE APPROVED.

Subject: Warlords

Individual Subject:

Warlord Shagroth

Age: 51, Earth reckoning

Height: 6' 2"

Weight: 210

Physique: Muscular

Coloration: Hair graying and shading toward white, eyes piercing



WARLORD BAYNE

blue-gray set under a heavy brow. The Subject's most unique feature is bright red skin, normal to a Rhiallyn.

Aliases: Also known as Shagroth the Devil and Warlord Diabolo because of skin pigmentation. **Powerbase:** Homeworld Rhiallyn, its sister planet Rhennie, and the shared moon Finale. Subject bases ground and space units on all three planets. Also maintains scout posts and listening stations on a half-dozen asteroids in stable orbits scattered throughout the system. Has influence on at least five other planets in the area of Rhiallyn-Rhennie.

Lethality Rating: High.

Subject: Dangerous.

Subject poses the greatest threat of any of the Warlords who have established themselves in power since the Rebellion. Shagroth has more experience and a broader powerbase than any other Warlord, with the exception of Warlord Derek Sagan. Subject is master of both land and space tactics. Subject employs ground and space units. He keeps his forces well paid with revenues from several precious metal and mineral mines located on the moon and asteroids. He supervises a think-tank of scientists who specialize in the invention and design of weapons.

Subject's career began as a task force assistant commander under General Aralit Kushalian of the late king's own Central Guard. Kushalian and his force had been sent to Aurelia to quell piracy. When the General bungled, Subject took command, redeployed the forces, and turned the debacle into triumph. He was promoted quickly after that, becoming a General at age forty.

He took no part in the Rebellion, kept his forces "neutral" and out of the conflict. This, Subject was able to immediately begin consolidating power as an independent He worked first on Rhiallyn, then went on to Rhennie, where his troops seized control of the major cites and the uranium mines.

Subject and his forces have been involved in the Battles of Tahar, Misry, and Kirkendulle, the Conflicts on Round, Furr, Kabal, and Quirkimerr, and in the Campbell Planet Fight. In addition, Warlord Shagroth has also played a part in the overthrow of Vlad Drarken of Peth, and he was seen (confirmed) at the War for Paris. Other engagements include the Cuckoo Egg Revolt, the Dreamer's Short Fight, the Rift at Gellarie, and the Danglandorff Revolution.

Summation: Warlord Shagroth's power is likely to grow. Dangerous. Watch carefully. Do not attempt to apprehend. Period.

END REPORT.

GUARDIANS

HOW IT ALL BEGAN

The Super Nova project began in January, 1994, while I was at lunch with Kathleen Nelson, an artist friend of mine. Our conversation turned to Magic's popularity and the probability that a science fiction card game might do well. I had already designed a few games and between us we knew several science fiction artists. The madness had begun.

I envisioned a "Space Opera" game with whole planets at stake and weird aliens flying around in cool space ships creating vast space empires. You know, classic Sci Fi. I wanted to make the game unique, not just "Magic in space." I also wanted to avoid what I view as an inherent flaw of collectible card games: Rich Kid Syndrome. You should not be able to create a superior deck just by spending gobs of money.

I began by thinking of science fiction in terms of cards. Planets, ships and aliens formed the basic cards; other cards modified the basics, and cards such as Wormholes, Super Novas, Hostile Natives, et cetera, added

which cards. I decided that Super Nova would use a communal deck rather than a competitive deck system. All players would draw from a central deck. This gave the cards freedom to change hands, retained the game's collectable nature, and eliminated the Rich Kid Syndrome.

With the basic building blocks in place — planets, ships, and aliens — I focused on how they would interact. First you need to find planets. To conquer or colonize planets, you need ships and aliens and a way to use them. I started with three phases of play: discovering planets, building aliens and ships, and taking action.

Initially, the action phase allowed a player to attack or trade. The final version of the game also allows the player to jettison cards. The different types of attack yield different results. Military force does the most damage and yields the least profit, whereas diplomatic success yields the most gain for the least damage. An economic attack falls between the other two in results, and is particularly good for targeting a specific objective. As an alternative to attacking, a player can trade cards with another player, or at least suggest the possibility of trading to head off a vicious attack. Of course, a verbal promise is non-binding... This has added a whole different level of interaction and occasional silliness to the game.

Continuing the science fiction motif, I added a transport phase for physically moving aliens and ships between planets. To make players think ahead, I required that each player must discard one card at the end of the turn, or pay a penalty.

With the basic framework in place, the hard work began.

ALL THE DETAILS

By May, 1994, I had created the first crude playtest deck. I rounded up some playtesters and we began playing the game. With playtester feedback, the card themselves started to develop. The Population cards were split into the main alien races — Antarians, Koolians, Floaters, Terrans and Tlisk — and mercenaries such as Chort's Marauders or Nora Lucre. Planet modifier cards were split into Environment cards (which stick with the planet for the whole game) and Civilization cards (which are built on the planet and thus susceptible to attack). Population modifier cards such as Equipment were dropped for lack of space but will likely appear in the first supplement.

Playtesting showed that the game was fun even with dramatic variation in the number of cards in the deck. This flexibility in the number of cards was important, given that I had not yet found a printer and the total number of cards in a deck depended on how

SUP

Or how I can

many cards the printer could print on a sheet. While I always knew that there would be a minimum number of cards needed to play, the maximum number has changed several times. The first printer I contacted printed regular playing cards in sheets of fifty-four (fifty-two cards and two jokers) so I started with a possible 208 cards printed on four sheets. This total has moved several times before settling at 165.

FINISHING TOUCHES

After eight months of intensive playtesting with several dozen friends (and a few strangers) the system settled into a fun and playable form. A player starts each turn by drawing until she has ten cards, uses the cards to discover planets and build them up, and interacts with the other players by either attacking or trading. Players move resources around to prepare for the next turn and then discard one card face-up.

Each planet has population potential, or the number of population cards it can hold. A player wins by gaining a population potential total of 13. However, all planets are not equal: they vary in potential, generally from 1 to 4. This adds quite a bit of strategy in deciding which planets to protect.

Players must draw from either the main deck or the discard pile, but not from both. This forces players to decide whether to take the unknown of the main deck or the certainty of the (face-up) discard pile. Picking from the discard pile ensures getting a specific card, but generally means not getting any extraordinary cards; they are, after all, discarded cards.

Playtesting also revealed that a player's hand could become locked if she didn't have the right cards to play. To fix this, I added the option of jettisoning cards rather than attacking or trading during the action phase. I'm just hitting the high points here. The rules are more detailed than what I have just described.

We found lots of interesting but unanticipated card uses and combinations, which required that adjustments to the card mix and abilities be made. For example, the Super Nova card blows up an entire planetary system, ships and all, and originally could be



spice. Since games thrive on conflict, I made the goal of the game to seize the most territory (planets). But how to make the cards interact? I thought about all the traditional ways of acquiring territory. Historically, there have been three basic methods: militarily, diplomatically, and economically. Super Nova incorporates all three.

Next, I considered card game mechanics. As players captured planets from each other, the planet cards would become intermixed, making it difficult to determine who owned

By John Montrie

ER NOVA

me to publish a game and lose my mind



played at any time. To reduce this card's overwhelming power, it now consumes a player's entire action phase.

I made a few changes to this system to make things more interesting. For instance, each alien race was originally represented by one unique card. Now, there are half a dozen different cards for each race, each with its own art and special abilities. Also, ships now come in classes, such as Long Range ships that can survive without planetary support, or Mercantile ships that are Economically powerful.

Also, I thought that Super Nova would be a fairly simple game strategically, but as playtesting continued, players began using more involved strategies. For example, the card Binary Star combines two planets together into one super-tough planetary unit. I had originally thought that playing a Binary Star would be a good defensive strategy. However, one enterprising playtester got the idea to play Binary Star on someone else's star (a legal move) making her opponent's start system a tempting target for a natural disaster card. What started out as a defensive

card has become a possible weapon. In most collectible card games, individual deck owners compete to create "killer" decks. In Super Nova, the fun comes from creating a deck that is enjoyable for the entire group. Players can change the card mix to change the character of the game. For example, they can make the game more or less militaristic, more or less deterministic, etc., depending on which cards they put in the deck. They can also play with as many or as few cards, within reason, as they like. Finally, if they vary the population potential needed to win, they can easily change how long it takes to play Super Nova.

One idea that was suggested to me early on was that the game should be a highly complex strategy game like Civilization. What I have done is produce a simpler game that can later be used as the framework for a more complex game. In the future, I hope to put out an advanced Super Nova with new rules and cards that can still use the basic Super Nova deck.

PRETTY PICTURES

While play testing progressed, I began lining up artists to illustrate the game. Currently, there are two dozen artists working in just about every medium, from oils, to pen and ink, to computer graphics. I must confess that when I started I didn't think much about computer generated art — but now I'm convinced. Over half of Super Nova's art is electronic. There are always in-jokes. One artist's wife appears on two different cards, my nephews are the Terran Brats, and my friends known as the Evil Clones are, of course, the Evil Clones.

In January, 1995, Heartbreaker Hobbies decided to publish the game. I officially formed my own company, Buccaneer Games, and we started getting everything ready to publish. At first we had considered just putting out a 100 card boxed set to keep the costs down. Later, we decided to go ahead and make Super Nova a collectible game. The initial edition has 165 different cards.

Once we had finally decided that Super Nova would be collectable, we needed to determine how common each card should be. By playing the game over and over (play

testing continues to this day) we were able to determine which cards would be rare, uncommon, and common. This allowed fine tuning. Some cards were a bit too powerful but lots of fun (e.g., the Super Nova card); keeping the card in the deck as a rare card gives the game balance.

TRIALS AND TRIBULATIONS

Not all was perfect. Kathleen dropped out to pursue her own projects (though some of her art is in the game). My friend Dave Choat is a truly gifted computer artist who has rendered invaluable technical assistance and contributed many pieces of art. Immediately after Heartbreaker agreed to publish Super Nova, and started imposing lots of deadlines, Dave went to Haiti for a three-month hitch.

Shortly after Dave vanished, my 1 gig hard drive — holding all the art — crashed big time. It took the shop over a month to fix it and then it died again. It's like driving a car you can't trust. Fortunately, all the art was backed up on disk, but that makes for slow processing. Backing up the art was originally a chore; now, it's a religion.

Finally, we had a really hard time deciding on a good name. We started with the working title of Star Cards. The game was Star Builders for the longest time. As you've probably guessed by now, we settled on Super Nova. I hope you all enjoy it.

AUTHOR'S BIO

John Montrie, known to his friends as "Chort," has been designing his own games for the amusement of his friends and himself for the last twenty years. He has a BA in history and is an avid historical reenactor. In gaming he has done everything from board games to live action role-playing. His favorite pastime is miniature wargaming and he has painted over 7000 figures as part of his miniatures collection. He has done both miniature painting and play testing for Grenadier and Heartbreaker Hobbies over the last six years and is currently employed as a disgruntled postal worker.



C1 Sysop



Illustration © 1995 Edward P. Beard Jr.

Sysop:

A systems operator administrates a computer network.

- Increases the strength of any one cyber mage in play at his location by 1 point.
- Allows one equipment card at his location to function as if it were also played on one other location of the same card type.

C4 Teamster



Illustration © 1995 Paul 'Prof' Herbert

Teamster:

2x●

- If played on terrain (planets, moons or systems only), doubles the supply output of that terrain.
- If played on a ship or base, decreases the supply requirements of that ship or base by 1 point.

A3 Deviant



Illustration © 1995 Darrel Elliott

Deviant:

Played on an opponent crew card of equal or lesser strength, that crew becomes unruly:

- Cannot perform normal abilities.
- Causes 1 point of sabotage (structural) damage to location each turn.
- A bar tender played in reaction to location discards this card.

GALACTIC

TOURNAMENT

by Alan Gopin with John Hammer

This article will discuss over-the-table strategy for winning a game of Galactic Empires. It will not discuss deck construction strategy since that is a whole article (or several) in its own right. It assumes you are playing a multiple player Galactic Empires game under the tournament rules.

The most important thing you can do to win a game of Galactic Empires is to know and focus on the victory conditions. This is even more important in a tournament game with a time limit. To win, you must be the only player left. If time runs out, the player with the fewest points against his Sector Headquarters wins. If there is a tie for fewest points on the Sector Headquarters, the player with the highest total ship points on the table wins. You should keep all of these things in mind when playing a tournament game. Since it is often the case that a tournament game will not go to completion, you need to position yourself so that you can win based on the tie-breakers.

The first thing you should do is try to insure that some damage is scored against the Sector Headquarters of each of the other players early in the game. There are often opportunities to score a couple of points against someone's Sector Headquarters during the first few turns - before everyone gets out several ships. You should take advantage of

these opportunities to damage the other players' Sector Headquarters early. An H1 Divergent Anomaly card can be put to good use to do this on the third turn where some players will only have one ship in their fleet. Then, if you are the only player without Sector Headquarters damage at the end of the game, you will win.

You should also keep an eye on how long complete turns are taking and the size of everyone's fleets. If you are tied for Sector Headquarters damage and it looks like time is running out, you should concentrate on insuring that your fleet is the largest. You should start targeting the player or players you are tied with on Sector Headquarters damage to reduce their fleets. Remember that the most important thing is to focus on the victory conditions.

A key question at any point in the game is to decide who to attack and what cards to play. To decide who to attack, you have to decide whether you have the strongest fleet, the weakest fleet, or something in between. To do that, count up how many points of damage each fleet can take. If a fleet can take more damage than an opponent's fleet, it is stronger. If one of the situations directly related to the victory conditions doesn't apply, then who you should attack depends on whether you are the player with the strongest fleet on the table. If you have the strongest fleet, you should attack the player with the weakest fleet,

EMPIRES

STRATEGIES

with the goal of driving that player out of the game. That will leave you with one less opponent to worry about and one step closer to winning the game. If you are the player being attacked by the strongest player, you should attack the strongest player and encourage all of the other players to do the same. It is important to impress on the other players that if you go, they will be next. Remember that, while there are no formal diplomacy rules in the game, diplomacy can play an important role. If you are one of the other players (neither the strongest nor the weakest), you need to decide whether to support the strongest player or the weakest player.

The key question to ask yourself here is what will happen to you if the weakest player is eliminated. If you think that you will be the next victim, support the weakest player. If you are playing a game where two players will advance and there are three players left, support the strongest player so you can advance with him. If you think you can handle the strongest player, then support the strongest player, particularly if you can arrange to be the player who eliminates the weakest player and get the two card draw bonus.

Knowing when to play which cards is also important. Coming out too strong, too early, will cause all the other players to band against you, so don't appear too strong at the beginning of the game. Playing "possum" can be a successful

strategy if you don't make yourself so weak that you are eliminated. If you are short of terrain, it is often better to play no terrain than to play so little that it can be killed in one turn. Playing a lot of big terrain cards early in the game tends to make a player look dangerous and draw fire. A player with a large fleet and no terrain will often be ignored by the other players because that fleet can't cause any damage. If that player waits until he has a handful of terrain cards and the other players have beaten each other down, that player can break out by playing three terrain cards and will often be able to win. If you see someone who appears to be doing this, point it out to the other players and use diplomacy to form an alliance to whittle that player down to size.

In conclusion, there are several things you can do to maximize your chances of winning a tournament game of Galactic Empires. First, focus on the victory conditions at all times and try to be in position to win the game on tie-breakers when time runs out. Also, know your position relative to the other players in the game and make your attacks accordingly. Finally, time your card plays for maximum effect and to minimize your perceived strength at the beginning of the game.

Readers may contact Alan Gopin at amg@cmprime.att.com; John Hammer may be contacted at HammerJohn@aol.com.

C3 Media Personality

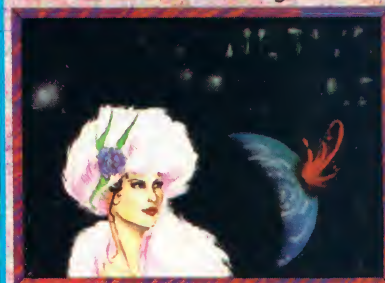


Illustration © 1995 Ne'Ne Tina A. Thomas

Media Personality:

- Played on an opponent location.
- The highest strength crew card at that location does not function and is disengaged.
- May change location once on owner's turn.
- If 'killed', all players may immediately play one crew card to their fleets except the player who killed it. He must discard one crew card from his fleet.

R/A4 Genetic Mutation



Illustration © 1995 Susan Van Camp

Genetic Mutation:

- Must be played to a crew, dragon or monster card.
- Negative ability cards cannot be played to the crew, dragon or monster card on which it is played.
- May discard any one ability card played to an opponent fleet. This card is discarded to do this.

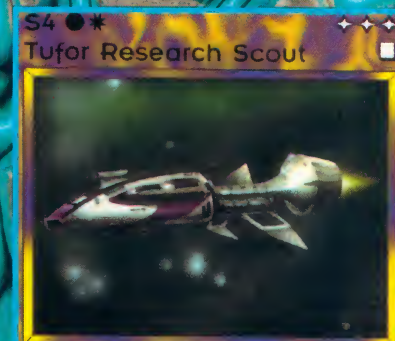


Illustration © 1995 Randy 'Tarkus' Hear

Tufor Research Scout:

- The primary research vessel of the Tufor fleet.
- Generates one research point per turn or allows the owning player to look at 1 randomly selected card in one opponent's hand each turn.
- ++: Phasers

Four Corners

ASGAARD GAMES LAS VEGAS, NV

KARL ANDERL

By now you've had the chance to get your hands on the 4th Edition. We are pleased to announce that it sells extremely well. This is due in no small part to the inclusion of several, previously rare/expensive cards from other expansions. It's great to see players get these cards out of packs and remove some of the "rich kid syndrome" from the game. Our packs of the 4th Edition sell as quickly as we get them in. The re-release of cards, such as Carrion Ants, Killer Bees, Spirit Link, and Colossus, caused an absolute panic in the speculators market. However, our victory over outrageous prices was short-lived since WotC removed Dual Lands, Fork and Vesuvan Doppelganger. I guess that was a fair compromise.

ICE AGE! I am simply amazed at this most recent release. The art is the best to date, the players all love it and Icy has brought fun back to the game. We held a tournament on the first weekend that Ice Age was available. It was great to see players having to read each other's cards so that they knew what was going on. The tourney took FOREVER due to everyone's unfamiliarity with the new cards, but who cares, it is truly a new, separate game.

The Ice Age caravan recently rolled through, stopping at a few stores here in Las Vegas. I would like to thank WotC for the opportunity to be part of it. Thanks to Doug Shuler, and Dan Frazier on behalf of Thunderation Comics, Outer Limits and Asgaard. Y'all come back now!

Just a short note in closing: Jyhad is having some sort of weird, grass-roots resurrection. I have several Magic players trading in a lot of their cards to get Jyhad. I have to voice their concerns about WotC's deci-

sion to have a new card back for Vampire: The Eternal Struggle. How will this affect their Jyhad cards? Will they be considered "marked" Alphas? Birth Announcements:

White Wolf recently released Rage to fantastic initial reviews. This young pup is gonna howl for a long time.

Mayfair just gave us their version of the computer game, SimCity. It started out as a hamlet but will most certainly become a boomtown of a game.

Congratulations to Councilman, Michael McDonald! You did it, now make us proud.

COLISEUM OF COMICS ORLANDO, FL

PAUL H. LEWIS II

Hello from Sunny Florida. It looks like White Wolf has put together an excellent game that has all of the features you could want in a card game. The art, card stock and printing are great and game play is outstanding. Rage should pass Jyhad in popularity within a month or two and will be a contender for the top three CCGs as long as White Wolf keeps the game fresh with expansions and the cards available for people to play, unlike Jyhad.

So, what did everyone think about 4th Edition? I know some people did the Magic mamba dance while trying to contain their excitement about all of the cool cards that were added from Legends and Antiquities. Others sat in a corner and cried after spending all kinds of big bucks on the originals of all those cool cards that came out in 4th Edition. Me, I cried while doing the Magic mamba dance. What a sight! Now, I know that a lot of big gun cards got reprinted and that may lower the value of those cards a bit (some of which I have in stock) but, I kind of like the idea of Carrion Ants, Killer Bees and so forth, being available for the new guys just getting

started. No, I'm not a few life points short of 20; I just think that this will help level the field a little bit, making the game fun for everyone and it just might get some people back into it who wouldn't play or who had quit playing. Time will tell and I'm sure I will get a lot of feedback about this issue.

Ice Age looks REAL good and unless something major happens like the sun exploding and consuming the earth in a fiery inferno, and even then I wonder, it should be a huge success. The artwork is very COOL and the cards themselves, are neat. Star Trek is still doing well and everyone is anxiously awaiting the new expansion set to come out. Of course, I'm still waiting for the collector tin set to come out. The big buzz right now is about the new Star Wars game from Decipher. I get 4 or 5 people a day asking about it or wanting to preorder a box or two. From what I've heard and seen, I think this could very well be hotter than Star Trek, this is one to keep your eye on.

Ultimate Combat!, Blood Wars, INWO and Dixie, (when I can get it), continue to sell well, while Jyhad, Doomtrooper and Wyvern have all slowed down quite a bit. My sales on Spellfire, Star of the Guardians, Super Deck and Galactic Empires have become non-existent. We are still waiting for Highlander, Shadowfist, BattleTech and Middle Earth to come out and entertain us. It looks like we will have a busy year ahead of us. Until next month. C-YA!

THE DAYS OF KNIGHTS NEWARK, DE

JOHN CORRADIN

Well, here we are well into the summer of 1995 and the undisputed reigning world champion of the collectible card game circuit is Magic: The Gathering. Surprise, Surprise! The margin by which it retains its

crown is not diminishing. No other card game is even close in sales, popularity or playability.

White Wolf's Rage features beautifully designed and artistically rendered cards that are spectacularly produced by Upper Deck. The game is quick and simple, but allows for the added complexity which comes from strategic game play and deck design. However, by putting the most desirable cards - foils, one per Booster box, requires a devotee wanting to collect a complete set to spend upwards of \$500.00.

Day after day I encounter consumers in my retail store who are unwilling to purchase another card game because they just can't afford it. Worse yet is the customer who feels used and defeated, because he/she enjoys the game and the genre, but priced far beyond his/her ability to contend. Magic, on the other hand, because the dollars are already spent, has become an avocation more than a game. New games don't have that luxury.

From the point of view of a retail store, I would like to suggest some guidelines for future collectible card games:

- 1) Fabulous art is great, but functional art is acceptable. Reused art is boring, new art is fun and exciting.
- 2) It is supposed to be a game, which means it is going to be played. The quality of the card stock must hold up to continuous usage.
- 3) The number of cards in the basic set should not exceed 100 to 200 cards. A complete set could be collected by buying one or two boxes, which still represents a commitment of between \$85 and \$200. Don't be greedy.
- 4) Expansion sets of approximately 100 cards should come out three or four times a year. These sets should come out as advertised.

5) Stop copying Magic: The Gathering! You'll probably suffer from the comparison. We've been there and done that! Be innovative and creative, not just in design, but in packaging, distribution and presentation.

6) Last and most important, make sure you have a good game before you waste your time on the other five aspects. Many games have made initial splashes because of their artistic appeal or the popularity of their genre. However, these games died on the vine in the long run because the game was not strong enough to support sales. Magic above all else is a great game!

FANFARE SPORTS & ENTERTAINMENT, INC. KALAMAZOO, MI

JOSHUA HALL

Rage arrived and we sold out of a generous quantity of Boosters in no time. The appeal of the silver-etched Past Lives cards was just too much for my regulars to pass up. I must say that I find the cards stunning and the game is also one of the better CCGs I have tried.

SimCity finally arrived and it is also doing well, despite the fact that it is a full six months later than originally solicited. My initial interest in the game comes from a love of the computer game and the card game is pretty true to the flavor. It plays well too, though I highly recommend using counters of some sort to keep track of police, fire and power coverage. Also, you have got to love opening up a Booster pack and pulling out the Taj Mahal.

Since I last wrote, business has picked up in both the selling and the buying of single Magic cards. We have had several collections come through which have included many Moxes and other cool rare stuff. Much of the motivation for the new surge of selling seems to be the arrival of 4th Edition Magic. The antici-

SCRYE Regional Advisors Retail Market Reports!

tion of which cards from the expansion sets would get reprinted caused many collectors to sell prior to the release. In my opinion, this was a good move. With 4th Edition reprinting some of the top dollar cards from Legends and the other expansions, prices for the originals have dropped. Six months ago I would have recommended selling a Legends set at the auction at GenCon. Now, especially with Chronicles likely to be released just prior to GenCon, I would either sell now or wait a couple of years for the value of the set, as a collectible, to rise. With the release of two new Magic products and several other CCGs, I had expected to see our singles sales slacken off, but as of yet, they have not. It seems that the supply of 4th Edition has not been enough to interfere with the demand for singles. The primary interest of our clientele is still in the original retired cards, primarily Moxes.

There is, however, a new contender: the Multi-Lands. Right before the release of 4th Edition several local collectors started speculating that these would be discontinued. They were right. We had literally dozens of sets of Multi-Lands come into our store's possession and these have been selling extremely well. Other newly retired cards that are getting some notice are the Vesuvan Doppelganger and the Clone. Nearly all of the newly retired cards jumped in price by at least 50%. With the release of so many new games, I have found that I am ordering arbitrary quantities of them because the manufacturers frequently release little or no information about the game system. The companies seem to think that gamers are only interested in the artwork and concept, not the game play. I believe this to be an incorrect assessment of the gaming population. Most of the games that have done very well are

good, solid games. The artwork, while important, is secondary to having a game that plays well. My suggestion to companies planning to release a CCG in this expanding market is this: send a copy of the rules to potential retailers, along with a small sampling of the cards, then we would be far more likely to order a new game intelligently. I have noticed a definite trend for gamers to set a limit on the amount of a new card game they will buy. This is happening more and more with new games. While it slows down the initial sales of a new CCG, it allows for the product to be tested. In the case of Rage, the game proved itself to those customers who tried it and it has since taken off. Until later, may the Force be with you.

THE GAME MASTER FAIRLAWN, NJ

STEVEN McCaULEY

...and let the games begin! Which game? What genre? SimCity, Ultimate Combat!, Rage, Wyvern - you name it and it has been put on a card in one way or another. The only catch is, they are all really good. It used to be that nothing was ever close to Magic, but even these games have made strides. Hope you've had a chance to check out "Galactic Empires" with its new artwork and cards; all I can say is "WOW"! Ultimate Combat is another game that plays fast and easily. A great two-player game, which is not something that many games achieve. SimCity, on the other hand, is a great multi-player game, yet still a good two-player game. This one shows a lot of promise! Then there's Rage. While I haven't played it yet, it has gotten off to a real hot start and is drawing lots of attention.

There are games just off the drawing board and out the door, like "Star Quest: The Regency Wars" which brings artwork in cards to

"the next level". While there are lots more card games to talk about, the gist of it is that the future is card games and they are here to stay!

The world of Magic has been turned upside down. Everybody was blown away by the new 4th Edition with its surprise mix of ins and outs. This set has inspired many new ways to play, but it's the old sealed deck concept that has caught on big. Too bad there's not enough decks to go around!! The Ice Age cards look great and how about that Icy! Keep up the good work WotC. With Chronicles just around the corner, it looks like movies won't be the only blockbusters out this Summer.

I think it is safe to say that there's a lot to look forward to in the coming months, and in the meantime there's enough new games out there to keep you busy and out of the Summer sun.

GATOR GAMES & HOBBY SAN MATEO, CA

JEAN SEABORG

The long-awaited and infamous expansion is here. Unfortunately, all of my cards went to my preorders. One of the most powerful cards I saw is a blue Rare card, named Polar Kraken. It is an 11/11 trample creature, but it has a high casting cost (11) and uses the new cumulative upkeep rule to destroy your Land. I bet it turns into one of the most expensive and most wanted cards of the set.

What is Cumulative Upkeep? Say the card reads like "Cumulative Upkeep: 1" or Cumulative Upkeep: 1 blue. This means that the first turn the card is in play, upkeep cost is one. During your next upkeep, the upkeep cost is 2, then 3 and so on.

I am already seeing prices on the secondary market start to skyrocket. I will be picking up some just to be able to offer my customers Ice Age that they didn't pre-order. Even if you

have to pay the secondary prices or scalper prices, I would pick up a couple of packs just for the excitement of new cards. They are very cool with the snow covered Land cards. It will definitely bring a new look to your duel.

M:TG 4th Edition Gift Boxes have returned and disappeared as quickly as they arrived because of the Starter shortage.

Best Trade? Just when I think I have seen it all. I saw an Arabian Nights set go for a 1976 Mercedes Benz. Yes, it runs and it was in decent shape.

SimCity is out, but it has been overlooked by the excitement of Magic. The Boosters are the only place where you will find the long cards. It should start selling better when we have all recovered from the empty wallets Ice Age has caused.

Blood Wars is selling well and picking up new followers every day. The second expansion is out, called Facts and Fractions, also the 2nd Edition Starters. If you didn't get a chance to play the game the first time around, it is fun - try it. Most wanted card: The Lady of Pain - get it for a killer deck.

Reference Guides are now out for INWO and Spellfire, as well as Chessex's Illuminati: NWO "World Domination Kit".

Dixie: Shiloh is out. I know it's a red hot item on the east coast, but in California it sits. There seems to be only a handful of Civil War buffs playing the game in the Bay Area. On The Edge: The Shadows expansion has just come out, so there are no customer reports yet.

Star Wars and Decipher are now adjusting their production plans. New allocations have been determined and everyone should get slightly more than before. One additional point: Star Wars is not to be sold outside of the United States. It

is being handled in Europe by Hasbro. The packing of the product will not have a CE symbol which means that European Customs can seize and destroy the product.

This summer is going to be a sizzler with all of the new card games appearing on the market - it should be more fun than Christmas.

GRANDIN VIDEO & GAMES WHYTE KNIGHT ST. ALBERT, AB

JOHN ENGEL

Ice Age has just hit our shelves and we are considering installing revolving doors for the next while...talk about hot! The new cards are extremely well received. Every retailer I have talked to agrees that WotC has rebounded once again. Starter decks are in high demand since there are so many new Lands but none in the Boosters (Hurrah!). I hope the availability picks up over the next few months to reasonable levels.

Revised M:TG is still selling well, usually a little above retail as supply dries up. The new 4th Edition cards are also very scarce, especially the Starters. It will take a few shipments before supply catches up with demand, but that day will come and prices will be at or below retail soon (everybody hopes!). Instead of matching the higher prices many retailers had, we offered the suggested retail price with the purchase of any Fallen Empires packs.

Rage has been the next hottest game, beyond a doubt. A lot of retailers wished they had ordered more, including myself. The cards are the best quality printing to date; very high quality stock. The game plays really well, but there are still a lot of questions about rule interpretations. Spellfire's latest expansion, Artifacts, is selling well also. I've seen a considerable increase in sales of Starter decks, especially the 2nd

Four Corners

Edition. TSR recently announced that the 3rd Edition will be out soon, and 1st/2nd Edition Starters are getting hard to find. Blood Wars was not doing too badly out of the gate, but it is slowly trotting around the track these days.

The long-awaited reference guide has just come out - this is a must-buy for new and old Spellfire players alike.

Towers In Time has finally released - far behind its projected street date. The Starters and Boosters are very reasonably priced and the game has a good quick-start format to it. The rules are fairly well laid out and the card artwork is exceptional on some pieces, but below average on others. Having hit the shelves the same day as Ice Age, I expect sales to be slow, initially.

Star Trek has slowed to sub-impulse compared to 6 months ago. We still get about 10 to 15 people out for our weekly meetings, but the new expansion will be here soon, followed by another only a few months later. I am a little worried about how well the ST:TNG expansions will sell once Star Wars comes out. We offer Limited Edition Boosters to players who buy the Starter decks of Unlimited and this has helped bring in quite a few new players. We also have made up some "customized Starter decks", which have 6 missions, crew, equipment, ships, etc., geared towards accomplishing the missions. Bring on the warp packs!

Ultimate Combat! debuted recently and, though this game has a great play structure, I fear the game will not do well except with the die-hard martial arts fans. Collectors do not find the photos appealing.

Star of The Guardians has been well received by the long-time sci-fi fans. Many have complained about the complexity of the rules and the bland outer borders of the cards and icons, but those who have

gotten a handle on the rules argue that it is the best sci-fi battle game to date.

INWO, Galactic Empires, Dixie, Wyvern Limited Edition, On The Edge and Echelons are quite slow to move off the shelves. Doomtrooper still has a little action, but the Inquisition expansion is way overdue.

HEROES AND HITTERS ROCKY HILL, CT

BILL HALL

The card Stasis comes to mind. Buyers of Magic singles are holding their collective breaths as they await Chronicles. The only cards that we get daily requests for are Moxes and the Lotus. Magic money seems to be reserved for spending on 4th Edition only. The new cards to hoard are the Dual Lands despite the persistent rumor that they are soon going to be added to the restricted list.

Star Trek singles sell only when priced at a third below guide, even the Bridge crew.

Wyvern, Doomtrooper and On the Edge don't generate enough interest to justify selling singles, but Booster sales are enough to keep us in lunch money.

Illuminati doesn't sell here in the dark heart of New England. Maybe it's a conspiracy.

A letter from Mag Force 7 complimented us on our Scribe column while noting it was flawed by our failure to mention Star of the Guardians. They sought redress by supplying us with two Starter decks and four Booster packs. We invested the playtest time, but the kindest thing that we can say about this game is that the art is topnotch. 'Nuff said. (Of course, this means that we can forget about anyone ever sending us free decks and Boosters. Sigh!)

Rage is the rage here. A liberal number of Starters and Boosters sold out in 48 hours and our exponentially expanded reorder sold out in two hours! What will happen when that tractor-trailer pulls up with our

third order?

Rage, unlike other recent collectible card games, owes nothing to Magic. The basics of the game are readily comprehensible but there is more to the game than two werewolves slugging it out. The combat phase is more exciting than Magic's sterile comparison of numbers. Combat is simulated with separate decks that are played simultaneously. The cards cover the spectrum from Block to Mangle (and my personal favorite, Head Wound - "A victim damaged by this attack cannot play any combat cards for the next round of combat"). You can even bluff during combat.

The silver foil Past Life cards are causing a frenzy. You get one per box of Boosters. There are thirteen different Past Life cards, one for each werewolf tribe, but you Rage rookies needn't worry if you don't have one; they don't guarantee a victory.

I could go on about Rage, but instead, I'll just go play a quick game or twenty.

HEROES UNLIMITED, ROSELLE, IL

TOM KLEIN

One of the most frequently asked questions at Heroes is "Do you trade?"

Well, trading in a retail operation is a double-edged sword. While it often allows us to get a popular card, the customer usually wants to trade even. Too many trades and Heroes won't be paying the electric bill or the rent!! However, we have bartered for goods and services. It never hurts to ask since the worst you'll hear is NO. For example, we traded Star Trek for new carpeting in the store; Illuminati and Magic for accounting services during tax time. We also traded a set of The Dark and some singles for a summer campsite and bartered Wyvern for upgraded computer memory.

Wyvern - While we're on the subject of Wyvern, U.S. Games Systems, Inc. was generous enough to send Doug Bissonnette, their

tournament coordinator, out to the store during one of our Monday evening sessions. He passed out free Starter decks to everyone and bought pizza...thanks for the food fix! He spent the next four hours clarifying cards and demonstrating multiple player Wyvern. He will be sending us a kit that will assist in organizing future sanctioned Wyvern tournaments.

Congratulations to Marty, one of our customers, who after opening four boxes of Wyvern Premier, found the Gold #136.

By now you've probably formed your own opinion about 4th Edition. Since it wouldn't surprise me to discover that a lot of stories are being written about it, I think I'll just let a sleeping dog lie! Although sales for 4th Edition are far in the lead, sales for Revised continue to be strong. The search for OOPS cards and Dual Lands make up about 30% of box sales. There's still an occasional request for Legends, but we have not sold a pack of Antiquities since the release of 4th Edition.

We are planning a collectible card game survey this month. We'll include questions about favorite cards, card combinations, tournament types and opinions on recent releases of Magic, including 4th Edition and Ice Age. We hope to have this information compiled for you by the next issue.

Tournaments - Monday night Star Trek tournaments have headed in a new direction. In keeping with customer interest, games have expanded to include Wyvern, Jyhad and occasionally, On The Edge. This seems to be a casual time for players to experiment and learn the newer releases as well. It lacks the frenzy of the Friday night Magic tournaments.

Friday is Magic night and Summer has definitely not diminished its popularity! Last week we ran an 8-player sealed deck tournament with 4th Edition...winner take all! This was certainly

not a match for the weak of heart! The winner of each round was allowed to take the loser's cards and use them as a sideboard to adjust their individual Decks. The final winner wound up with 8 Starter Decks of 4th Edition, 16 Booster packs of 4th Edition, and 16 Booster packs of Fallen Empires.

[Editor's comments... a belated
HAPPY BIRTHDAY, Tom!]

HOBBYCRAFT, INC. ANCHORAGE, AK

RANDY LOCKARD

Greetings from the Last Frontier! Well, let me sum up the past few months in the collectible card game market; whine, whine, whine, whine...and that's just the start!

Magic: The Gathering collectors, everywhere, are going bananas...all because of a game which they supposedly ENJOY! They all seem to have basically the same complaint, the loss of value to their Magic cards, which by the way, is whining. First off, it's a game; collectible yes, game yes. Secondly, the folks at Wizards of the Coast probably could care less about the value of the collector's cards decreasing. I know I sure don't care. Wizards of the Coast is a game manufacturing company, not a collecting company. If more people are going to buy their cards because they have included some great cards in the new 4th Edition Magic: The Gathering print, then that is food for them. After all, a good business would do exactly what they did...I would have and if you cared about your business you would have, too.

Now, I am sure many collectors are sitting here reading this saying things about me that I cannot print...and that's fine. My feelings on the cards that are included in the new print, such as Carrion Ants, Killer Bees, Time Elementals, and Spirit Links are these: the value of these cards will not go down too much for too long. Reason #1, the people who need these cards for sets will still

have to acquire black-bordered versions to complete sets and #2, and most important, a store like mine has really only one place to get these cards - from you, the public. If you paid, say \$40 for a Carrion Ants or Killer Bees, you are NOT going to just accept the fact that they are now only worth \$15 because I say so. Therefore, the prices on these cards will probably drop at first, but then climb back up quickly as the collectors make their wishes known as to the price of THEIR hot cards. We, as retailers, will have to listen to them if we ever want to see these hot cards in our stores again.

4th Edition Magic: The Gathering...WOW!!! Great packaging, display boxes and new bright colors make this set a great addition to the world of Magic. Wizards of the Coast could not have done much more to improve the play environment for the PLAYER. The removal of Land cards from the Booster packs makes the older players happy, while it puts the need to buy more Starter decks on to the new players. While this is both good and bad, I feel that after the dust settles, the people who are short on Land will have plenty of chances to get it from people who have been in the game longer. They have probably been heating their homes with excess Land cards for quite some time now!

What will the future hold with the release of Ice Age? Who knows...we will have to wait and see what we can TAP into...good luck, and go play!

INFINITY COMICS & GAMES, INC.

LAFAYETTE, CO

JONATHAN GRESCHLER

Greetings from Colorado . On the night of May 2nd, 1995, we were broken into, after our store had closed for the day. Over 8,000 Magic: The Gathering and Star Trek cards were stolen from ten large three-ring binders. We have restocked and are on the road to

recovery. There is a \$2,500.00 reward for information leading to the arrest and conviction of the burglars. If you hear anything, contact me at Infinity or Detective Emerson of the Lafayette Police Department at (303) 665-5571.

4th Edition and Rarity - The biggest story about 4th Edition is not what was dropped or what has been reprinted, but more important is that the overall "Basic" Magic: The Gathering set has grown from 306 cards to 378 cards. The effect on prices will be subtle, but very real for the uncommon cards. Thirty-one Rare cards were dropped and thirty-one Rare cards were inserted. The chances of getting a particular Rare card, say a Shivan Dragon, in a box or a pack, has not been affected. The odds of getting any one particular Common or Uncommon card from a pack of Boosters have gone down. Six Common cards have been dropped and 52 have been inserted. This should mean that if you buy five packs of cards, you will rarely get more than two of the same Common cards. Common cards have always been relatively inexpensive and will stay relatively inexpensive, even if there is a greater variety of them out there. Utility will raise the price of some Common cards, but ultimately none of them, even the 4th Edition Bloodlust, is likely to see a five dollar or more price tag while 4th Edition is in print. The greater variety is definitely an improvement for the Magic: The Gathering purchaser.

I have noticed that there seems to be more than one level of Uncommon cards in the 4th Edition. Some of the less common Uncommon cards (I will call them scarce Uncommon cards) are only one or two to a box. I suspect the Serra Angel and Counterspell are among the scarce Uncommon cards. Fourteen Uncommon cards were dropped from 4th Edition. Forty Uncommon

cards were added. The odds of getting a particular scarce Uncommon card from this larger pool of Uncommon cards may not be a great deal higher than getting a particular Rare card. Effectively, some scarce Uncommon cards are, in fact, now Rare cards. While many dealers and collectors are upset about the loss in value of some of their singles, they will see a rise in price of many Uncommon cards over the next few months when demand far exceeds supply for the scarce Uncommon cards. Foreign Language Magic - We have begun carrying foreign language Magic: The Gathering packs and we are experimenting in selling singles in French and Italian. Demand has been mixed locally, as the novelty has worn off, but it is still strong nationally. Licensing agreements prevent foreign distributors from selling directly to retailers in the United States. United States retailers selling foreign language Magic had to buy the cards from someone who bought them in that country. When you add shipping and customs, the price for packs of these cards is relatively high. They are fun to play with and still have a slightly superior quality printing than the English versions, including 4th Edition.

WARGAMES WEST ON CENTRAL

ALBUQUERQUE, NM

GLENN GODARD

Normally, in this column, I try to cover all that's new and exciting in the collectible card game field, with a southwestern tint. This time, due to their impact in the field, let's look at Wizards of the Coast and their summer releases. 1994 will go down in the history books as the year WotC released four brand new expansions (Antiquities, Legends, The Dark and Fallen Empires) and a brand new Deckmaster release (Jyhad). The excitement of the break-neck pace handled by the R & D team, Art Department,

and production crew of WotC was unrivaled in the gaming industry. Many mistakes were made along the way in both production and product design.

As serious as those mistakes were, it hardly seems to justify the R & D slowdown for 1995. Half of the year has already gone by, and what is WotC offering for 1995? The first major card release from Seattle was 4th Edition, with its new look and rotation. This product is clearly a superior product to Revised Edition but, of course, offers nothing new. Now, with the release of Ice Age, the game is recharged. Rest assured, Ice Age offers plenty that will change the way the game is played, but after having seen all of the cards, I am disappointed at the number of cards which are copies, or copies in all but name.

Chronicles—more reprints! Following that is the new and improved Vampire: The Eternal Struggle (formerly Jyhad). Do we have a pattern here?

Finally, we have Homelands, promised for a Christmas release. Will we see Netrunner before the end of the year? Go figure; WotC has yet to project a release date. If the product schedule stays like this, 1995 will see Ice Age and Homelands as the only truly new releases. Quite a turnaround from 1994's offerings. I am disappointed at WotC's efforts for '95. Now is the time to make sure '96 rebounds.

The result of reprint fever is to depress card prices. While WotC has increased card availability, they did so when they had no new production capability to handle the increased demand. Any retailer, who can get enough new product is sitting pretty. Judging from the howls and screams of the retail base, the demand is not even close to being filled. Previously, if a customer stopped by and wanted to spend say \$50.00 on Magic and the latest release or

Boosters were out, he'd spend the extra money on singles. 4th Edition slowed this pattern considerably. Why spend \$35.00 on a jazzy single that fits your deck just right, when if you had waited for Chronicles, it might just be in a Booster.

The idea of giving every customer a chance to buy every permutation of cards at a good price, is a noble one. However, the result of this theory has been to cut off an important safety valve for advanced shortages of new product.

If you own a collection of out-of-print cards and are considering selling, my advice is to wait. Reprint fever will only continue for a short while longer. When it ends, those cards that WotC has decided are bad for the game and are not being reprinted, will shoot well past their value today. If you are considering buying out-of-print cards, now may be the time to buy while the uncertainty of Chronicles is depressing the price of all cards. Once Chronicles is released, you'll never be able to say, "I think I'll wait. It will probably be reprinted in Chronicles", hoping for a better counter offer.

WARHORSE HOBBIES PERU, IL

LINDA CORRIE

Hello and (if you are a large M:TC collector) my sympathies. The Re-Revised or 4th Edition M:TC is out and we have heard the lamenting of the collectors and the praise of the players. Overall, the only people who seem sad are the individual card collectors. We have to ask the question, "What is Chronicles going to do to the market?"

The 4th Edition has come and gone, leaving a wave of stunned, yet eager players, who have been blown away by the vibrant colors on the cards themselves, not to mention the beautiful new packaging job on the decks, Boosters and boxes. I'd like to send a special thanks to WotC for the tamper-proof foil wrappers.

Four Corners

Everyone here has been amazed at the number of potent cards which were reprinted, and only collectors were upset with the changes.

The most sought after cards in this set have been Colossus of Sardia, Carrion Ants, Killer Bees, and CoP Artifacts. The copious supply of Eternal Warriors has changed many player's strategies, and we are seeing larger decks becoming the trend. It could very well be that this edition has breathed new life into M:TG.

The announcement of the new Vampire card game has most of our Jyhad customers holding their breath. The biggest concern here is the compatibility of Vampire and Jyhad. Rage looks to be a simple, yet an entertaining game. Card stock seems to be a concern, but the coating is more than ample and we have high hopes for how these cards will wear over time and play. The art is awesome, as is typical of a White Wolf product, however, the sales have not been as strong as we had hoped for, but we've only been

selling it for a short time and the game is new...we'll see.

Star Trek sales are now non-existent and greater attention is now focused on Star Wars. We have serious interest from our customers in the Star Wars game and they hope it will be more battle oriented, as rumored.

Re-Visited coming out has hurt the Wyvern sales slightly but we have also found people trading in their collections of M:TG for Wyvern Boosters. This may be the game to give M:TG a run for their money. If trends continue in the prices for OOP cards, it could be that players (not collectors) will be inclined to switch to a more affordable game.

Doomtrooper has gotten the attention of some of our biggest customers and even now we are trying to come up with tournament rules. This game is receiving the same amount of attention as Wyvern, in that it is drawing players from M:TG who are dissatisfied with the \$275.00 Black Lotus and the \$150.00 Moxes.

Hot on our list of games to see: Highlander, expansions for Doomtrooper's Inquisition, Wyvern's Phoenix and WotC's Chronicles.

Scrye's Mail Order Advisor Reports

THE MAGIC SOURCE! COHOES, NY

JOHN SANDERS

Ice Age is the Big News this month.

What's there to say? The art is awesome, the cards are awesome, the whole set is just really cool. (Wince.)

Wizards of the Coast is also fostering this sentiment by having Ice Age-only tournaments. Since tournaments have typically been the driving force behind play-style, this will make Ice Age-only decks much more popular.

Fist-flying fast-paced fun! Shadowfist should be available by the time you see this, and we're all really excited about it. This game is easily as good as Rage (gameplay) and the art is the best among the new games we've seen this year.

In fact, we're so excited about it that we're carrying single cards for Shadowfist the moment it comes out, plus a bunch of support products for it, like special counters.

Top Selling Cards This Month

Chain Lighting
Wyluli Wolf
Icy Manipulator (Ice Age)
Jester's Cap (Ice Age)
Jester's Mask (Ice Age)

Convention Alert! - If you can make it to GENCON, you'll get a chance to see us in person. Yup, we have our booth near the Starbase. We'll have single cards, decks, packs, boxes, signed cards, and whatever else we can get Phil to drag along. Hope to see you there.

WARGAMES WEST ALBUQUERQUE, NM

KEVIN BURCH

New month...so many things happening. First, I would like to discuss what appears to be a sad but upcoming death for the type 1 tournament. I speak here mainly to the collectors and people who have invested money in the older and out-of-print cards. If this style of

tournament is allowed to pass away, then all of the searching and purchasing has been for naught, for you will only have a local arena in which to play them.

When registering for a convention that does not support the type I, ask for it... request it...demand it...it is your right to have a place to play with these cards.

A new Ice Age is sweeping the continent, and we are buried under the avalanche of orders for this new product. This is what Magic is all about. This edition is a more primal, complex game, with more possibilities and twists to the old somehow gentler Magic: The Gathering. It appears to move more slowly in the beginning but soon adds more speed than a rolling snowball. One aspect of Ice Age, that has never been seen before, is the idea of cumulative upkeep (pay X amount this round, than pay X+1 the next round...). This allows a lower casting cost for some of the most nasty cards, but they cannot be maintained too long due to the back-breaking upkeep. This really creates the extreme need for Mana management. Nice tricks. For green there is a common card called Tinder Wall. You can sacrifice this card to generate two red Mana. I play a black and green deck. I have included this card as well as a few Lava Burst and Incinerate from red. As we all know, it is a great feeling to see the look on your opponent's face when they get hit with something that he or she did not see coming. Most talked about is the return of the Icy Manipulator, now back in print after so long. It is one of the most sought after cards. Two of the hardest cards to get, it seems, are the Jester's Mask and the Jester's Cap. The mask allows you to take the hand and library of your opponent, sort through it and create a hand for that person of as many cards as they held when you cast the spell. The cap allows you to sort through your opponent's library and take three cards out of the game. Killer Combo: Glacial Wall - this card allows you to take no damage, but you cannot attack and must sacrifice a Land, when it comes into play, and pay a two life cumulative upkeep each round, or the card is buried. Put Consecrate Land, which keeps a Land from being destroyed, on the Glacial Wall. Now that you do not have to pay an upkeep cost, you can sit back and build up your defenses.

Got to get back to cracking the ice, so till next time...

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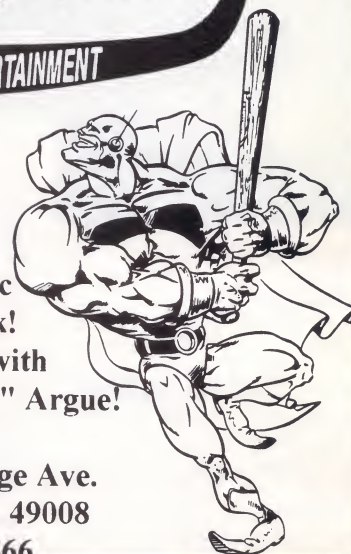
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SCRYE TOP 40

SCRYE ISSUE

6	7	8	CARD NAME	PRICE	SET	OTHER AVAILABILITY	GAME
1	2	1	BLACK LOTUS*	\$215	ULTD	(ALPHA \$250, BETA \$225)	M:TG
2	4	2	THE FIVE MOXES	\$112.50	ULTD	(ALPHA \$165, BETA \$135)	M:TG
6	6	3	TIME WALK	\$95	ULTD	(ALPHA \$160, BETA \$100)	M:TG
4	6	3	GAUNTLET OF MIGHT	\$95	ULTD	(ALPHA \$115, BETA \$110)	M:TG
8	12	5	FORCEFIELD	\$85	ULTD	(ALPHA \$135, BETA \$105)	M:TG
8	11	6	TIMETWISTER	\$80	ULTD	(ALPHA \$105, BETA \$80)	M:TG
8	8	7	ALI FROM CAIRO	\$75	AR		M:TG
3	5	7	JEAN-LUC PICARD	\$75	LTD	(ULTD \$37.50)	STCCG
13	16	9	ANCESTRAL RECALL	\$70	ULTD	(ALPHA \$109.50, BETA \$97.50)	M:TG
12	12	10	CHAOS ORB	\$67.50	ULTD	(ALPHA \$112.50, BETA \$77.50)	M:TG
8	8	11	GUARDIAN BEAST	\$65	AR		M:TG
5	8	12	DATA	\$57.50	LTD	(ULTD \$35)	STCCG
6	15	13	U.S.S. ENTERPRISE	\$52.50	LTD	(ULTD \$30)	STCCG
16	12	14	MIRROR UNIVERSE	\$50	LGND		M:TG
15	18	14	WORD OF COMMAND	\$50	ULTD	(ALPHA \$74.50, BETA \$63.50)	M:TG
24	33	16	RAGING RIVER	\$47.50	ULTD	(ALPHA \$66.25, BETA \$45)	M:TG
14	17	17	ICY MANIPULATOR	\$45	ULTD	(ALPHA \$65, BETA \$55, IA \$6.50)	M:TG
24	18	17	CYCLOPEAN TOMB	\$45	ULTD	(ALPHA \$110, BETA \$75)	M:TG
18	18	17	LICH	\$45	ULTD	(ALPHA \$75, BETA \$62.50)	M:TG
19	18	20	TIME VAULT	\$42.50	ULTD	(ALPHA \$90, BETA \$50)	M:TG
33	28	20	ILLUSIONARY MASK	\$42.50	ULTD	(ALPHA \$75, BETA \$52.50)	M:TG
19	18	20	GEORDI LA FORGE	\$42.50	LTD	(ULTD \$22)	STCCG
16	18	23	WILLIAM T. RIKER	\$40	LTD	(ULTD \$20)	M:TG
24	31	23	DIAMOND VALLEY	\$40	AR		M:TG
40	33	23	BLAZE OF GLORY	\$40	ULTD	(ALPHA \$71.25, BETA \$50)	M:TG
-	41	23	JUZAM DJINN	\$40	AR		M:TG
19	24	27	WOLF	\$39.50	LTD	(ULTD \$22)	STCCG
19	25	28	TWO-HEADED GIANT	\$37.50	ULTD	(ALPHA \$100, BETA \$50)	M:TG
40	31	28	JIHAD	\$37.50	AR		M:TG
30	29	28	OLD MAN OF THE SEA	\$37.50	AR		M:TG
23	27	31	DEANNA TROI	\$35	LTD	(ULTD \$18)	STCCG
33	29	31	SINGING TREE	\$35	AR		M:TG
40	43	33	ISLAND OF WAK-WAK	\$34.50	AR		M:TG
24	26	34	BEVERLY CRUSHER	\$34	LTD	(ULTD \$16.25)	STCCG
-	-	35	KHABAL GHOUL	\$33.50	AR		M:TG
24	33	36	NATURAL SELECTION	\$32.50	ULTD	(ALPHA \$60, BETA \$34)	M:TG
39	41	36	THE WRETCHED	\$32.50	LGND		M:TG
-	-	38	DROP OF HONEY	\$30	AR		M:TG
-	-	38	LIBRARY OF ALEXANDRIA	\$30	AR		M:TG
-	-	38	ALL HALLOWS EVE	\$30	LGND		M:TG
33	33	38	FIVE ELDER DRAGONS	\$30	LGND		M:TG

NOTES: ALPHA AND BETA EDITIONS OF M:TG WEREN'T FACTORED IN FOR THESE RANKINGS BECAUSE THE ENTIRE LIST WOULD THEN BE ALPHA EDITION CARDS. SO WE USED THE UNLIMITED EDITION PRICES, WHICH MAKES SENSE TOO, BECAUSE MOST OF THE CARDS BEING SOLD ARE REVISED AND UNLIMITED, NOT ALPHAS OR BETAS. "THE FIVE MOXES" ARE MOX EMERALD, MOX JET, MOX PEARL, MOX RUBY, AND MOX SAPPHIRE. "FIVE ELDER DRAGONS" ARE ARCADES SABBOTH, CHROMIUM, NICOL BOLAS, PALLADIUM, AND VAEVICTUS ASMADI.

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SHADO

“What? You sold my p
to son

Hey, chill out, Johnny! No reason to go on a guns-blazing rampage in your friendly neighborhood gaming store! Sure, Limited Edition **Shadowfist** cards are in short supply. But you gotta get ahold of yourself, man! First of all, you should be concentrating on the real bad guys: evil sorcerers, the horrifying abominations, fanatical kung fu masters, and all of the other enemies of the Dragons. Okay, **Shadowfist** is the great new trading card game everyone's been waiting for. It's been playtested into the ground, and is balanced like crazy: your opponents won't be able to judge their chances for victory by the thickness of their wallets. No first-turn wins: if you're gonna go down, you're gonna go down fighting. A bum shuffle doesn't doom you to a slow demise, either, because you've got options for getting your hand into shape right away. **Shadowfist** is way playable right out of a starter. Granted too that this is the most eye-poppingly gorgeous card game set ever.

Still, Johnny, you're overreacting. See, the thing is, Standard Edition **Shadowfist** is already on its way! So even an impatient, take-charge cinematic hero like yourself can rest easy: even behind enemy lines, soon a reliable source of the

action movie card game will never be farther away than your nearest ammo clip.

You're rocketing headlong into the third act of an epic battle for humanity's future, and things look grim. You're a secret warrior—which means you know the real score: history belongs to the force that controls the best feng shui sites. Feng shui is the ancient Chinese art of geomancy, of knowing how places channel and reflect the all-important life energy known as chi. Your enemies have captured a couple of sites from you already. Now they're poised for victory. But you're not going to go down without a fight. You've been down this road before, and you know one thing for sure: in the world of **Shadowfist**, the action can turn on a dime.

You're down to two sites. The first is the Blessed Orchard, which gives you an underdog advantage. Your opponent is bristling with the power that flows to those who have feng shui sites up the wazoo, but every time she attacks the Blessed Orchard, you get to snap up a bit of that awesome power.

The other site is still concealed from your enemy. It's Cave Network, an underground com-

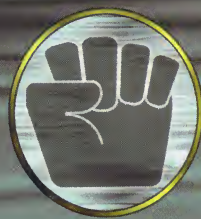


Well, actually one thing is certain about **Shadowfist**: the fact that there are more exciting releases headed your way.

In August, don't forget to check out the **Shadowfist Player's Guide**. It's stuffed to the full-color brim with strategy tips, killer combos, and the behind-the-scenes scoop on the action-movie card game. It's also loaded with background info about the world of **Shadowfist**, and is illustrated not only with your favorite cards but with new art commissioned especially for the book.

September brings us **Netherworld**, the first expansion set for **Shadowfist**. The **Netherworld** is the unearthly realm that connects the various time periods involved in the secret war. When battles are fought and lost in the secret war and entire histories are erased, this is where the losers go to lick their wounds and mourn for their lost realities. Today's secret warriors can draw on these veterans of the endless battle for wisdom, equipment, and maybe even help in a big fight or two. **Netherworld** not only supplies you

OWFIST™



re-ordered *Shadowfist*™ cards
neone else?!?"



plex where your forces are hiding, ready to leap into action when your adversaries come knocking.

It's a good thing, too, because you're cleaned out of warriors for the moment. You don't have a single tough cabbie or kung fu student out there to defend your sites. And don't look now, but the enemy is swarming after you with everything she's got. A great honking monster called The Thing with 1,000 Tongues leads the way. Joining in on the attack are a passel of Shadowy Horrors, monsters who are somewhat less honking but nonetheless tough to take out. These nasty creatures are all servants of the Eaters of the Lotus, a gang of cackling evil sorcerers who truly need their butts kicked.

Fortunately, you knew in advance that you might be taking on a hideous monster or two, and have come equipped with The Crucible, your handy-dandy method of hideous-monster disposal. And sooner than you can say "vaporize," all of the enemy's forces are smoked. Good-bye, Shadows. Good-bye, Tongue Boy! Then you take advantage of the Cave Network to start beefing up your forces: a Masked Avenger roars out of your underground hideaway atop a howling Motorcycle.

Now it's your turn. Thank goodness you've managed to save up a little power and you've still got your two sites. You now have the juice to field some more reinforcements. Say hello, oh lamers of the Lotus, to an Everyday Hero and a Righteous One. These humble but scrappy allies are going to hold the fort while you give Explosives to your Masked Avenger. She blasts over to your enemy's unprotected site and tosses that dynamite right into it. It turns out to be a Mountain Retreat, which you now take over in the name of truth, justice, and hamburgers with the works.

That done, you can now take another shot at a site you managed to shoot some holes in early in the struggle: the mystical and sneaky Lily Pond, which up and moved out of the way on you last time you tried to find it. The Everyday Hero and Righteous One hammer on it, and all of a sudden you've gone from underdog to potential winner.

Not that you can rest easy or anything. There's no telling what the enemy might have up her sleeve. Nothing is certain here. It's ***Shadowfist***.

with new cards for all of the major groups in the secret war, but greatly expands two groups who make cameo appearances in the main set.

In October, look for *Combat in Kowloon*™, our first introductory Showdown Set™. Showdown Sets are boxed pairs of preconfigured decks for the beginning player. This one tells the story of the Dragons, a plucky band of cinematic heroes who struggle against their mortal foes, the Eaters of the Lotus, in modern-day Hong Kong. If you're on a budget and want to dip your toe gently into the *Shadowfist* pool, *Combat in Kowloon* is the way to go. If you're already a dedicated player or collector, you'll want to pick it up for its 34 brand-new cards, many of which appear multiple times in the set. What Dragon deck is complete without a Scrappy Kid or Butt-Kicking Mom? What evil sorcerer would want to achieve world domination without a Flying Crescent or a substantial supply of zombie gangsters? And any secret warrior will be happy to fight over the many new urban feng shui sites that appear in the set.

